

Stars and Time

the artbook

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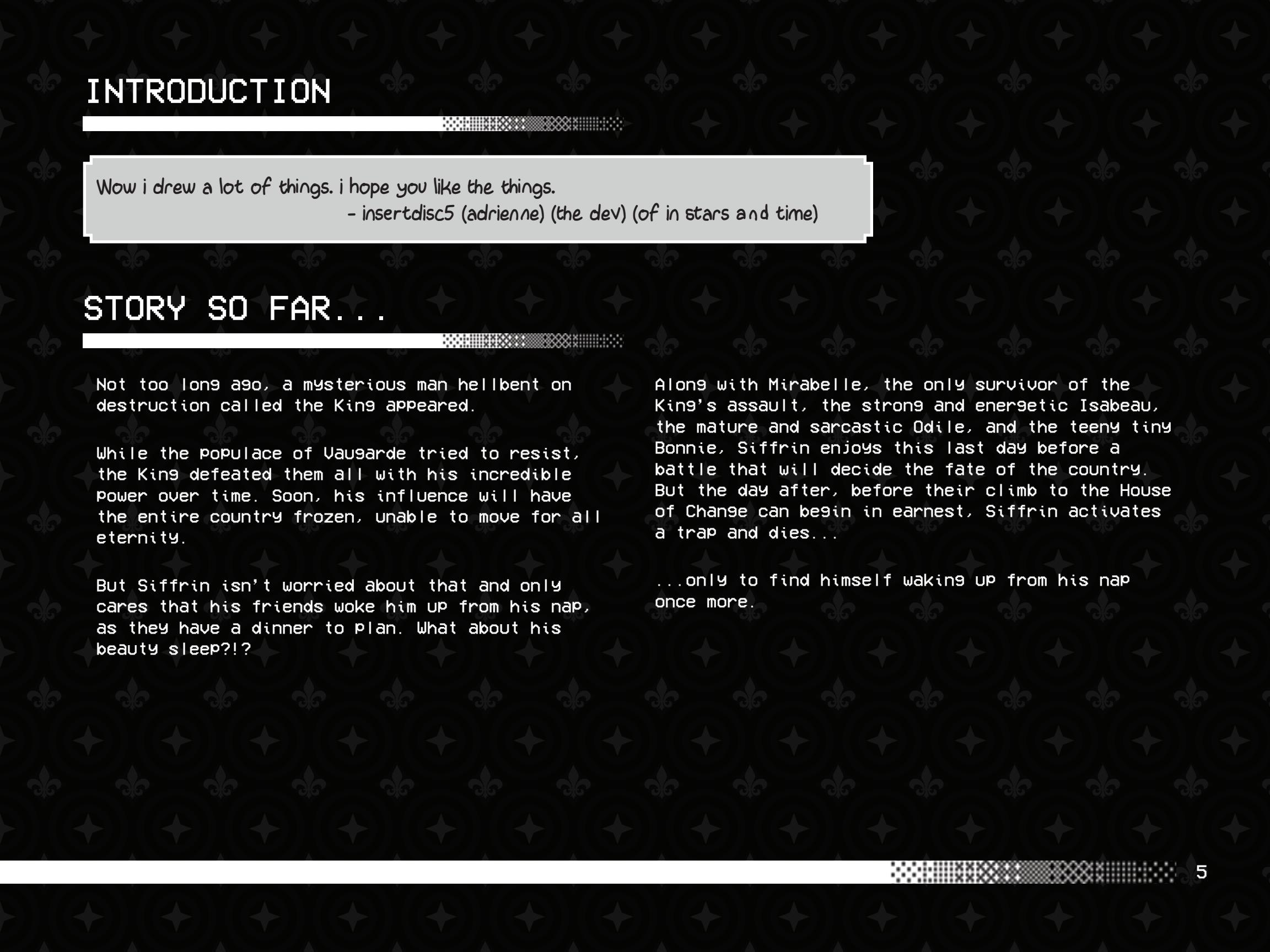
Siⁱ tac^s and Time^o

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INTRODUCTION



Wow i drew a lot of things. i hope you like the things.

- insertdisc5 (adrienne) (the dev) (of in stars and time)

STORY SO FAR...

Not too long ago, a mysterious man hellbent on destruction called the King appeared.

While the populace of Vausarde tried to resist, the King defeated them all with his incredible power over time. Soon, his influence will have the entire country frozen, unable to move for all eternity.

But Siffrin isn't worried about that and only cares that his friends woke him up from his nap, as they have a dinner to plan. What about his beauty sleep?!?

Along with Mirabelle, the only survivor of the King's assault, the strong and energetic Isabeau, the mature and sarcastic Odile, and the teeny tiny Bonnie, Siffrin enjoys this last day before a battle that will decide the fate of the country. But the day after, before their climb to the House of Change can begin in earnest, Siffrin activates a trap and dies...

...only to find himself waking up from his nap once more.

TIMELINE OF EVENTS

ORIGINAL COMICS ERA

2017: Comic “Yes > No” is created and released.



Jan 2020: Comic “New Game+” is created and released.



2018: Comic “Next Time” is created and released.



March 2020: Pandemic Starts

PROLOGUE ERA

JULY 2020: "START AGAIN START AGAIN START AGAIN: a prologue" production starts.

Feb 27th 2021: Prologue is released, work on "In Stars and Time" starts.

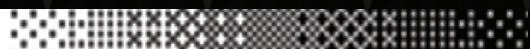
Now: Release of "In Stars and Time".... THE ARTBOOK!!!!



Nov 20TH 2023: "In Stars and Time" Released.

ISAT ERA

Act 1



SIFFRIN

I'm You! The main character of this adventure. Stuck in a time loop, and totally fine with it.

Their design was very easy to come up with, especially since I didn't change much from the original comics. Their expressions and personality, however.....



Name: Siffrin [REDACTED]

Pronouns: He/They

Type: Scissors

Age: Mid/Late 20s

Height: 1m55

Weight: Pretty light

Birthday: September 1st

Family: [REDACTED]

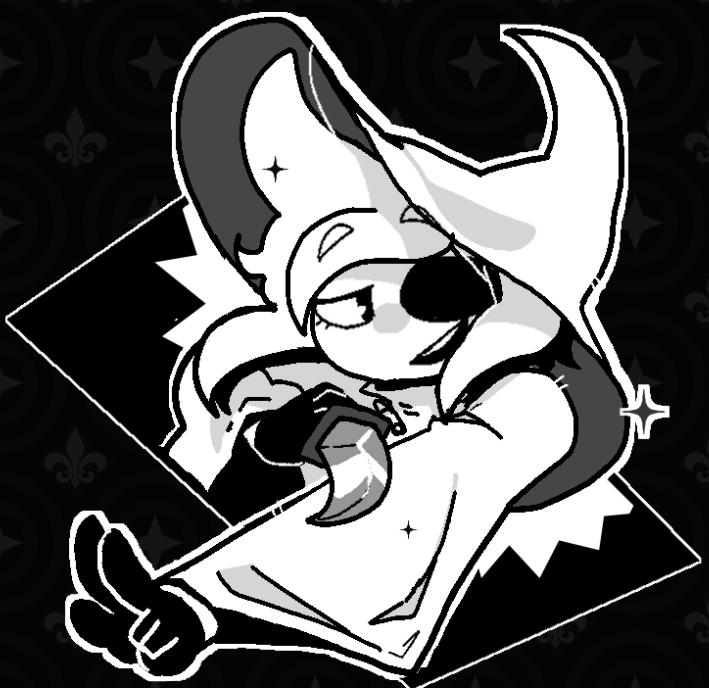
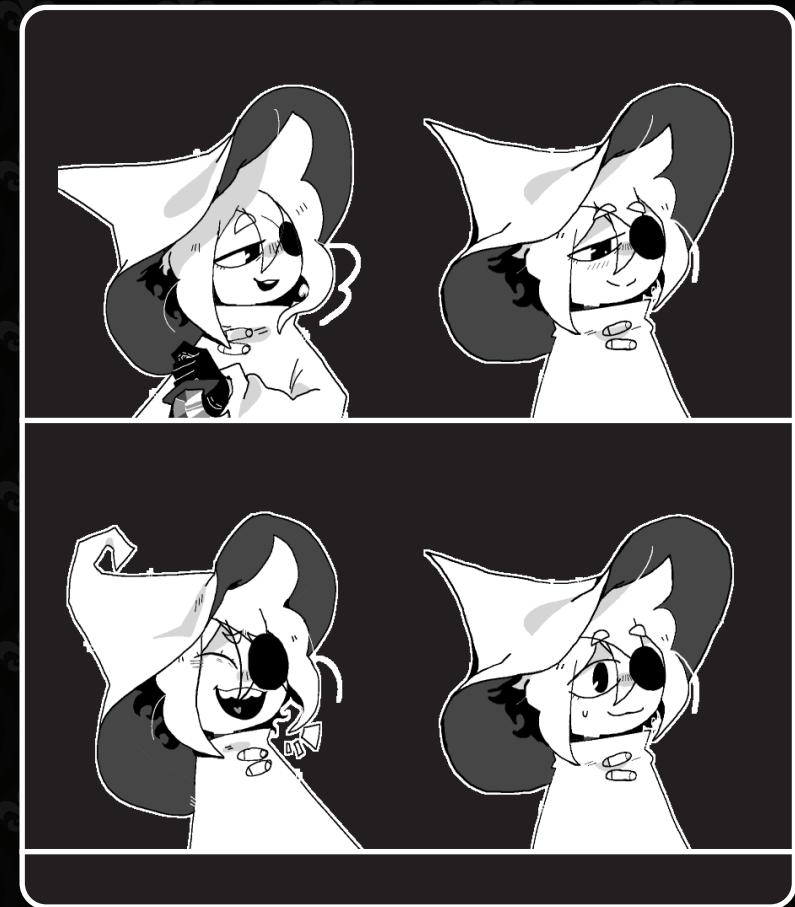
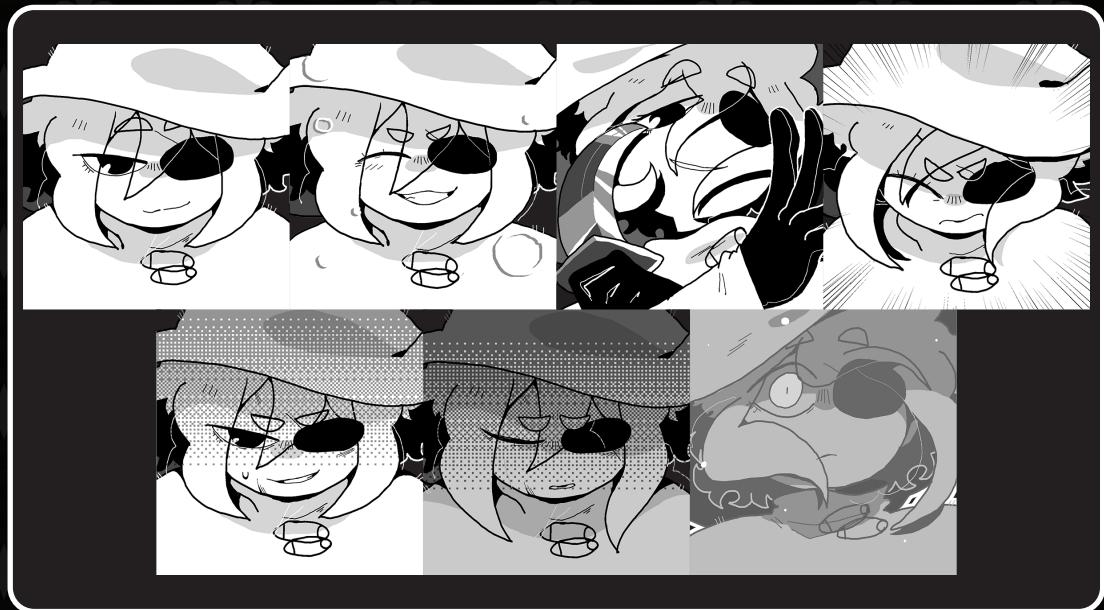
[REDACTED] Is from the country of [REDACTED].

Likes: Theater, malanga fritters, his friends

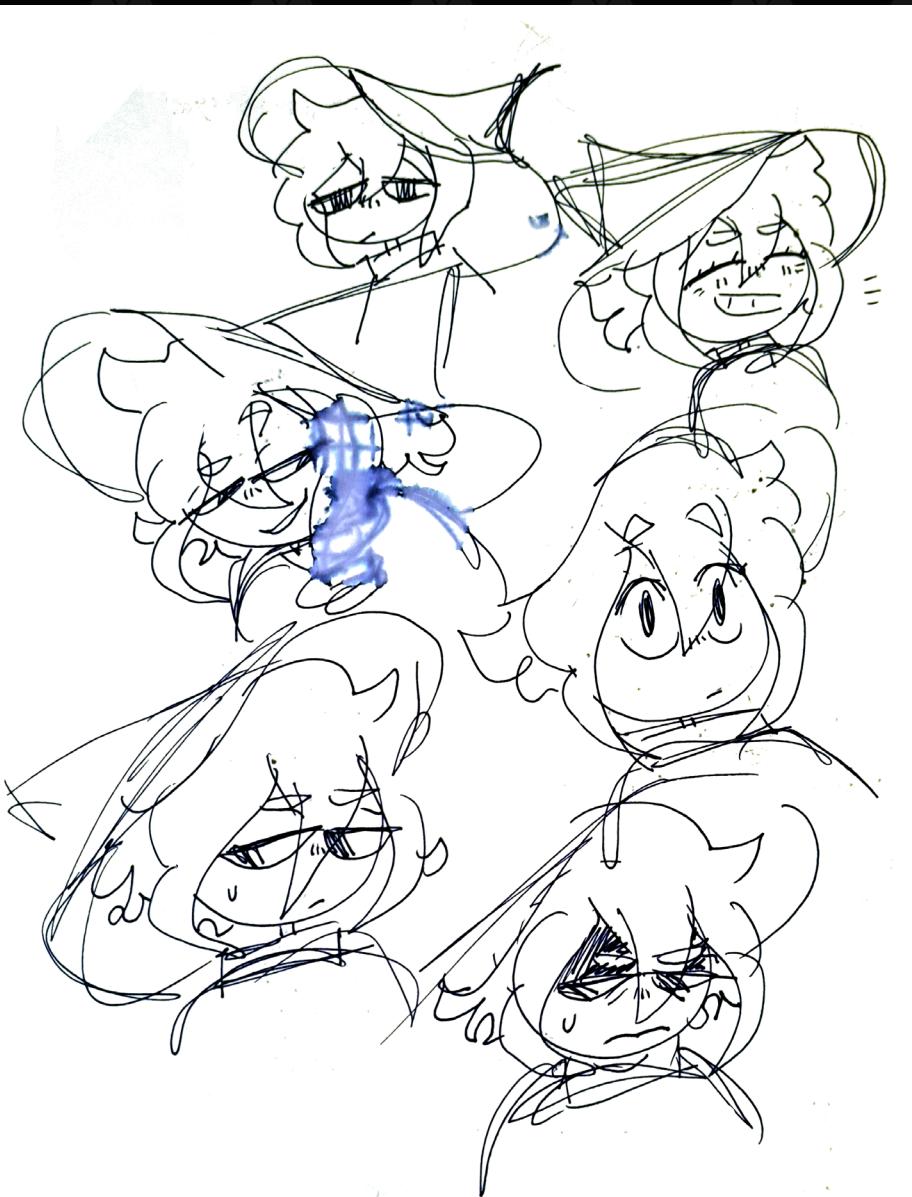
Hates: Forgetting things

Notes: "Siffrin" was not the name they were born with. September 1st is the birthday they gave themselves.

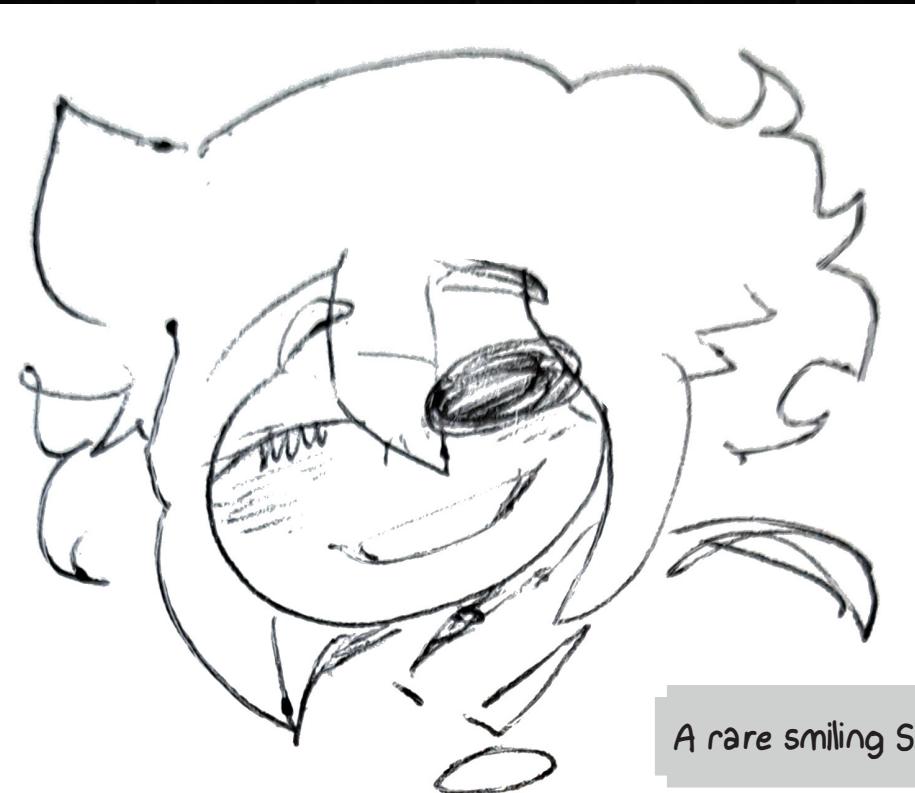
Siffrin. Sif. Sifarooni. The little fella. They look so happy and fulfilled and this will last the whole game. Wait what do you mean those happy faces are only for Act 1-2.



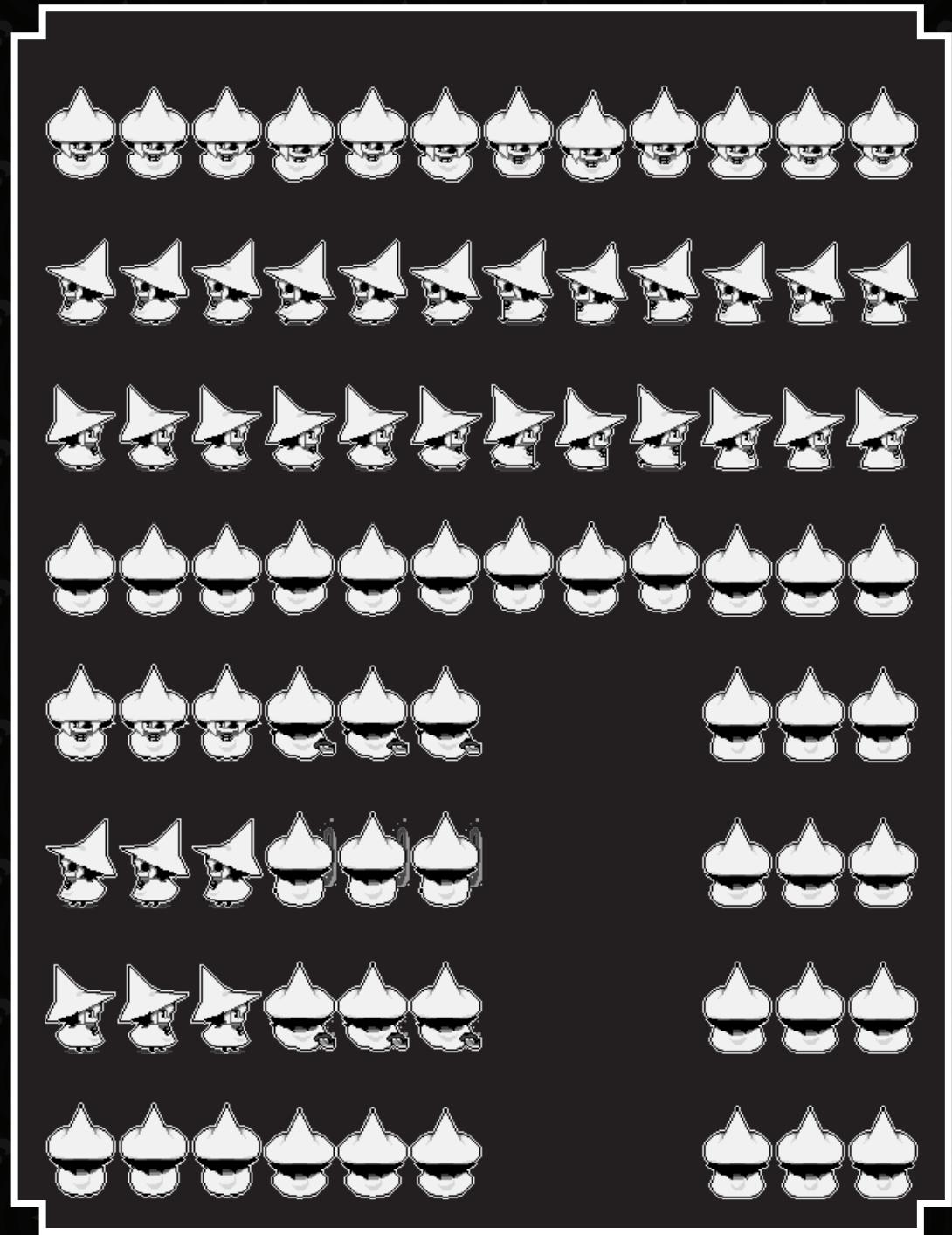
SIFFRIN SKETCHES



A water-damaged doodle of Sif's expressions. This was made during the prologue's development, so I was trying out faces beyond "depressed". I really like that smug face...



A rare smiling Sif!



MIRABELLE

A Housemaiden from the town of Dormont. Anxious, but kind. She's been blessed by the Change God to help defeat the King... Or has she?



Name: Mirabelle Prunille Pois CHEVALIER

Pronouns: She/Her

Type: Scissors/Paper

Age: Early 20s

Height: Slightly taller than Siffrin

Weight: A good one

Birthday: July 27th

Family: Only child, two parents. Contact between them is sporadic- she doesn't understand them, and they don't understand her.

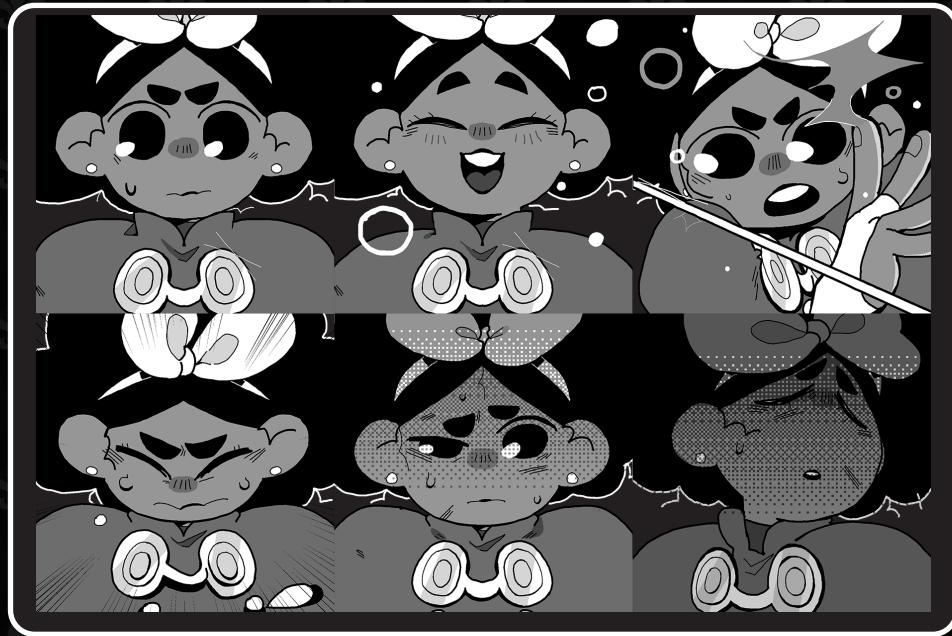
Likes: Horror books, romance books, taking classes, the Change belief

Hates: The Change belief, sometimes.

Notes: She moved to Dormont as a teenager, and has been working as a Housemaiden ever since.

She was named Prunille during the prologue's development, until I realized Mirabelle fit her way better.

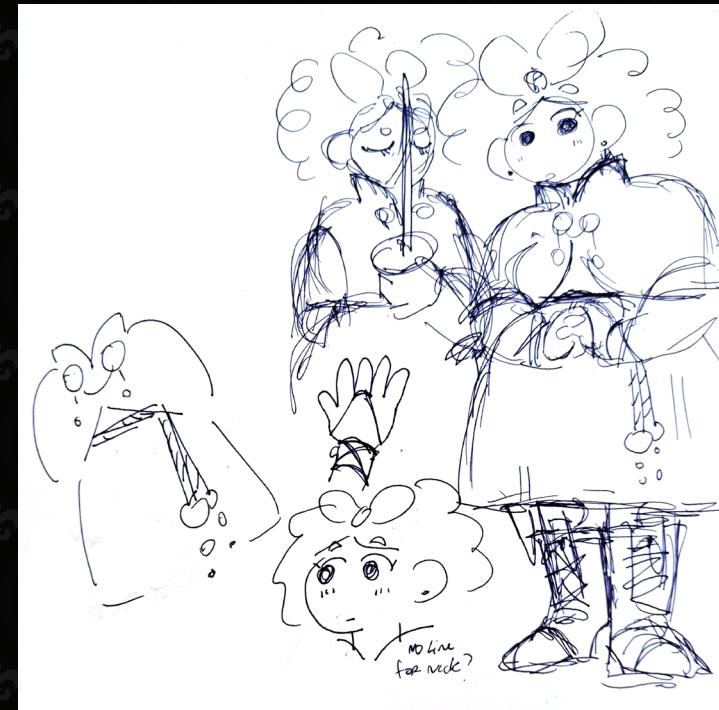
She is very cute and I love her. She should be on Tumblr.



MIRABELLE SKETCHES



Mirabelle attacking. I imagine her eyes get the Change Circles when she's going ham.



Some preliminary sketches. I wanted to make her a little fat, but didn't quite know how to pull it off at the time..



Her bow is such an important part. I actually made it bigger for the ISAT release...



Proto-Mira! She was a placeholder during the early dev of the prologue.

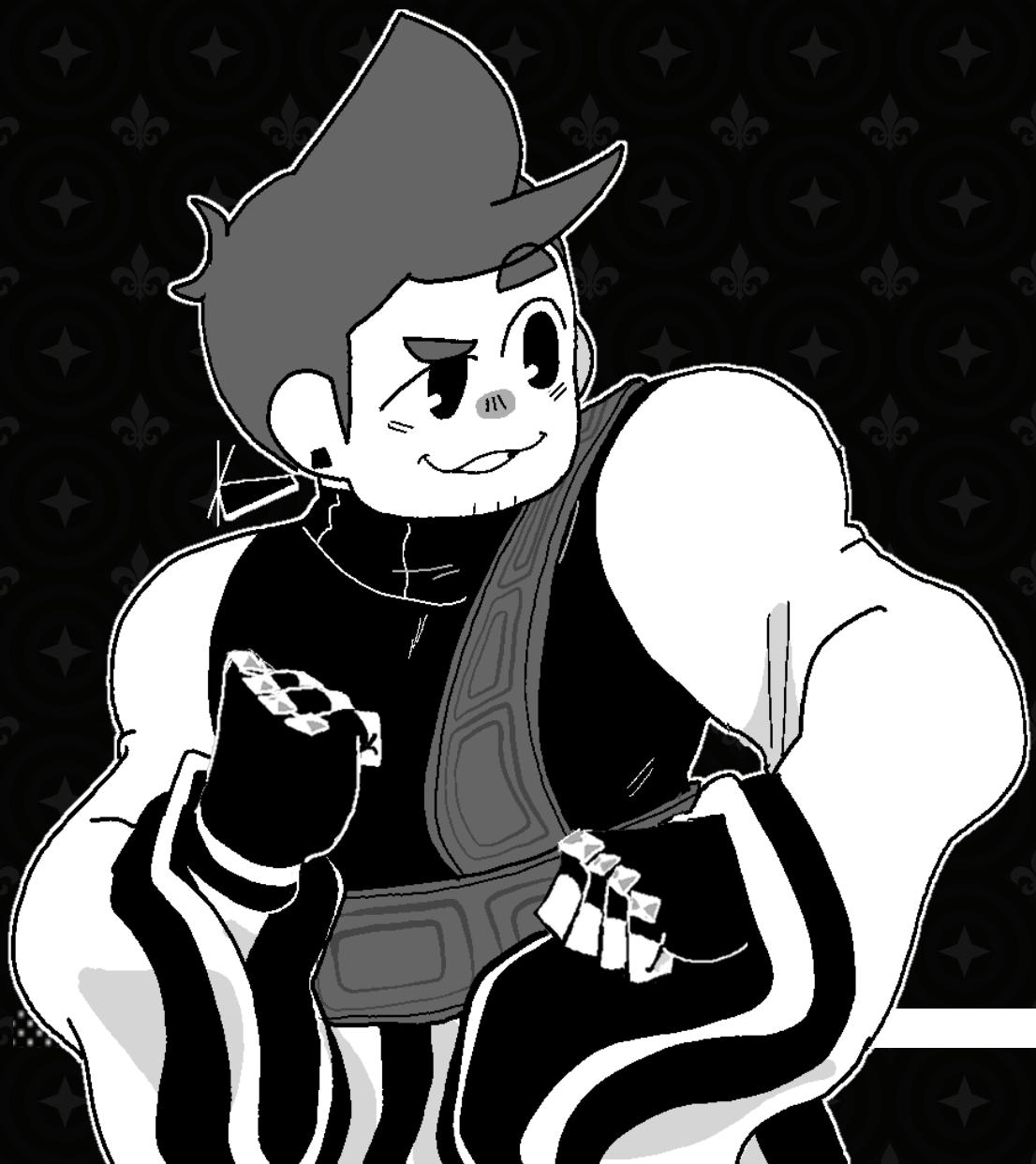


I used to look at this drawing all the time to remember her clothes.



ISABEAU

A Defender from the city of Jouvente. He decided to quit his job to help Mirabelle save Vaugarde.



Name: Isabeau Manon Constantin MOINEAU

Pronouns: He/Him

Type: Rock

Age: Early-mid 20s (I go back and forth between making him younger or older than Mirabelle!)

Height: The tallest

Weight: Buff guy

Birthday: March 9th

Family: Middle child of many siblings. Isn't close to any of them.

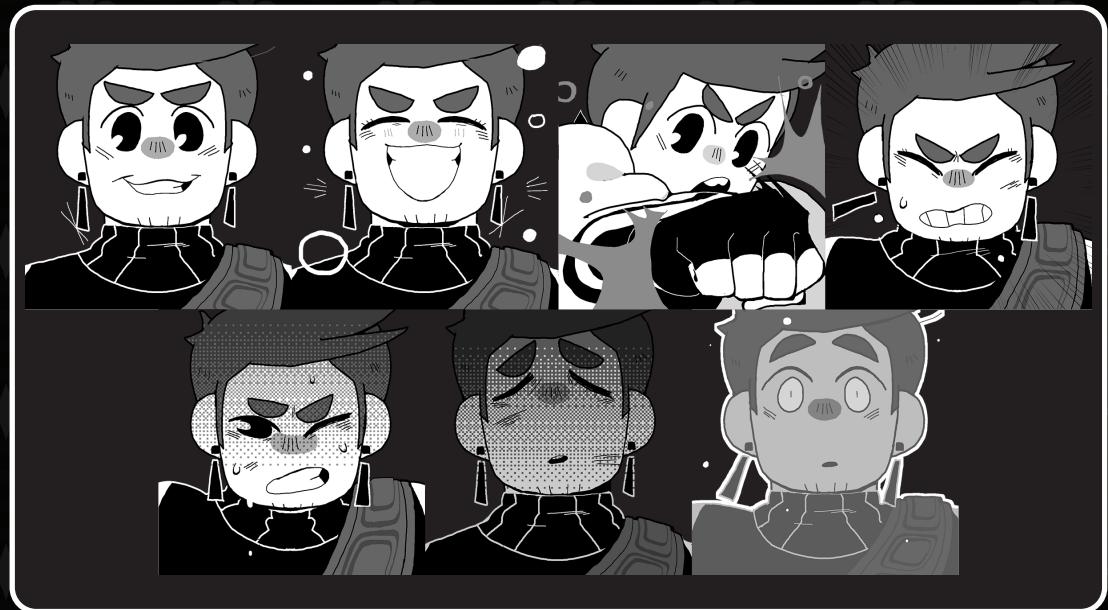
Likes: Fashion, Changing

Hates: Difficult conversations

Notes: Born and raised in Jouvente.

ISABEAU. I always forget his three chin hairs.

I like his character design a bunch... He made me learn how to draw muscles. Thanks Isabeau.



ISABEAU SKETCHES



First try for his portrait... I am very glad I changed his eyebrows.



I had some trouble figuring out how to draw his eyes when they're not wide open



ODILE

*A researcher from the distant country of Ka Bue.
What could she be researching...?*



Name: Sachiko Odile AIUCHI

Pronouns: She/Her

Type: Paper

Age: Kinda Old

Height: Slightly shorter than Isabeau

Weight: Has been eating more during this journey

Birthday: May 16th

Family: Only child, was raised by her father. When she left home, they sent each other monthly letters until he passed. Has next to no memory of her mother.

Likes: Vaugarde, fairy tales

Hates: Cowards

Notes: Sachiko is the name she went by in Ka Bue. Odile is her Vaugardian name, given to her by her father to make her feel closer to her Vaugardian heritage.

The old lady of the group. I did not think she would be such a hit for people, but I'm very glad. I love her also.

I originally had her around her 40s, but then I hit my 30s and realized 40 is not that old. So she's just Old now.



ODILE SKETCHES





thirsttrap.png. This was drawn after I realized my lesbian friends were going gaga for her



BONNIE

WHO LET THAT KID IN HERE



Name: Boniface (Bonnie) Sohane Aglae ZABOR

Pronouns: They/Them

Type: Rock

Age: Kid Age

Height: Tall for their age

Weight: Baby fat

Birthday: April 3rd

Family: Raised by their sister Pétronille for almost as long as they can remember. They have very few memories of their parents, which is probably for the best.

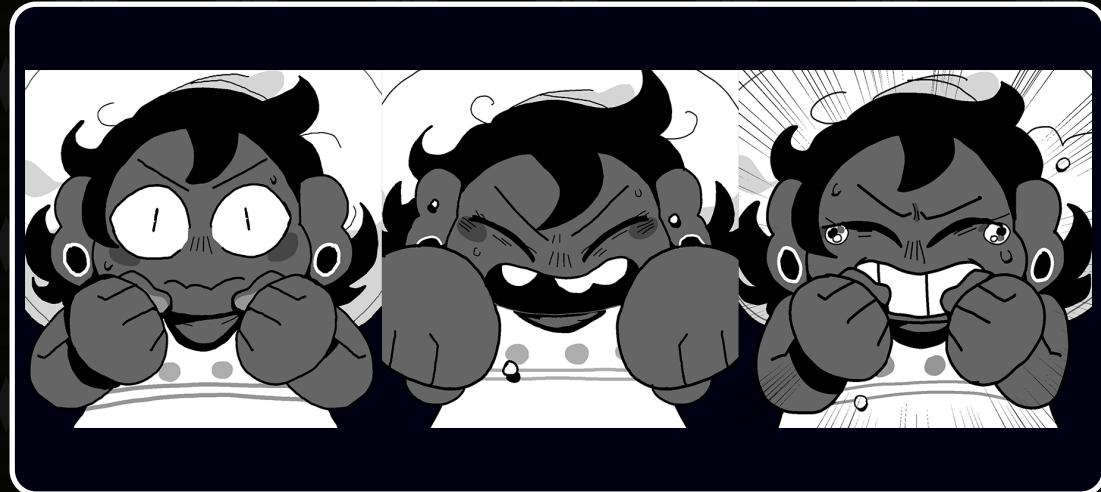
Likes: Cooking, weird foods

Hates: Crabs

Notes: Most likely to accidentally blow up a house

Child. I love child characters in RPGs, but I always get so worried about them... Which is why I decided Bonnie would just be a support character. And also because I did not want to code a whole party member thing for them...

I loved drawing their big boots. Someone should buy them boots that actually fit!!!



BONNIE SKETCHES



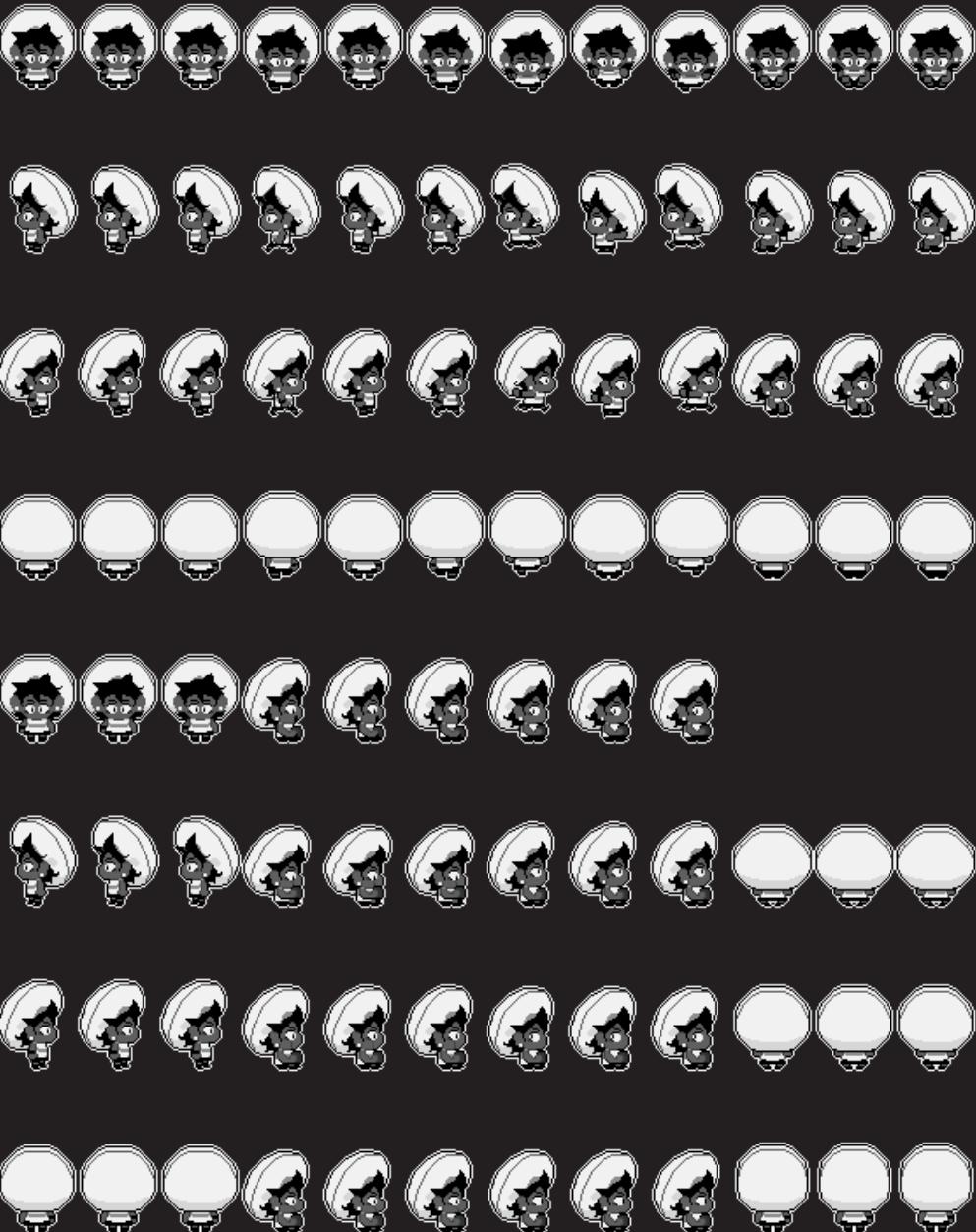
This is it!!! This is the design!!! I really liked them with that big frog mouth, but I didn't end up drawing them with a big wide mouth very often...



Bonnie took me the longest to figure out design wise. Their first designs looked too similar to Mirabelle's and playtesters thought they were siblings, so I tried to differentiate them.

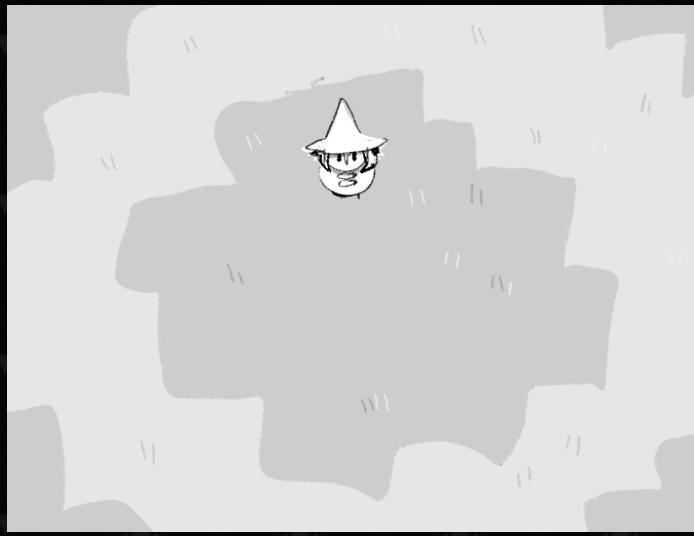


I like this one a bunch still. However, the T-shirt was a mistake. What kind of fantasy world kid just has a T-shirt on?!?!?!



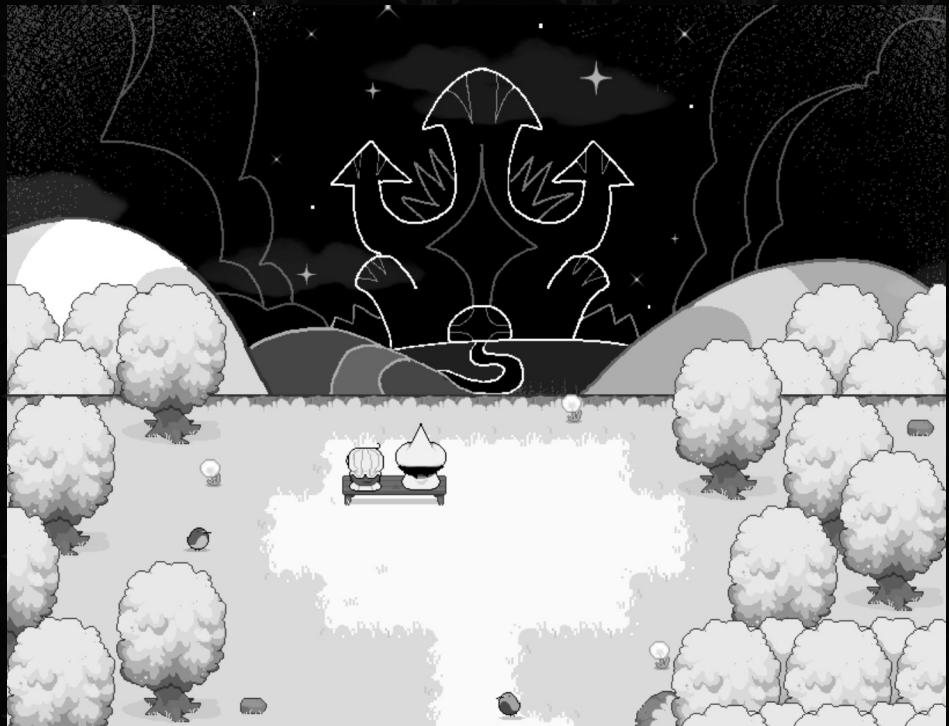
DORMONT & DORMONT NPCS

Mirabelle's village, in the country of Vausarde. Full of welcoming people, they follow a religion known as the Change belief.



INSERT DISC5

The meadow in Dormont was just lifted wholesale from the 2nd comics. You'll notice I often used the original comics as a bible of sorts. Yes they're in this artbook you'll see them later.

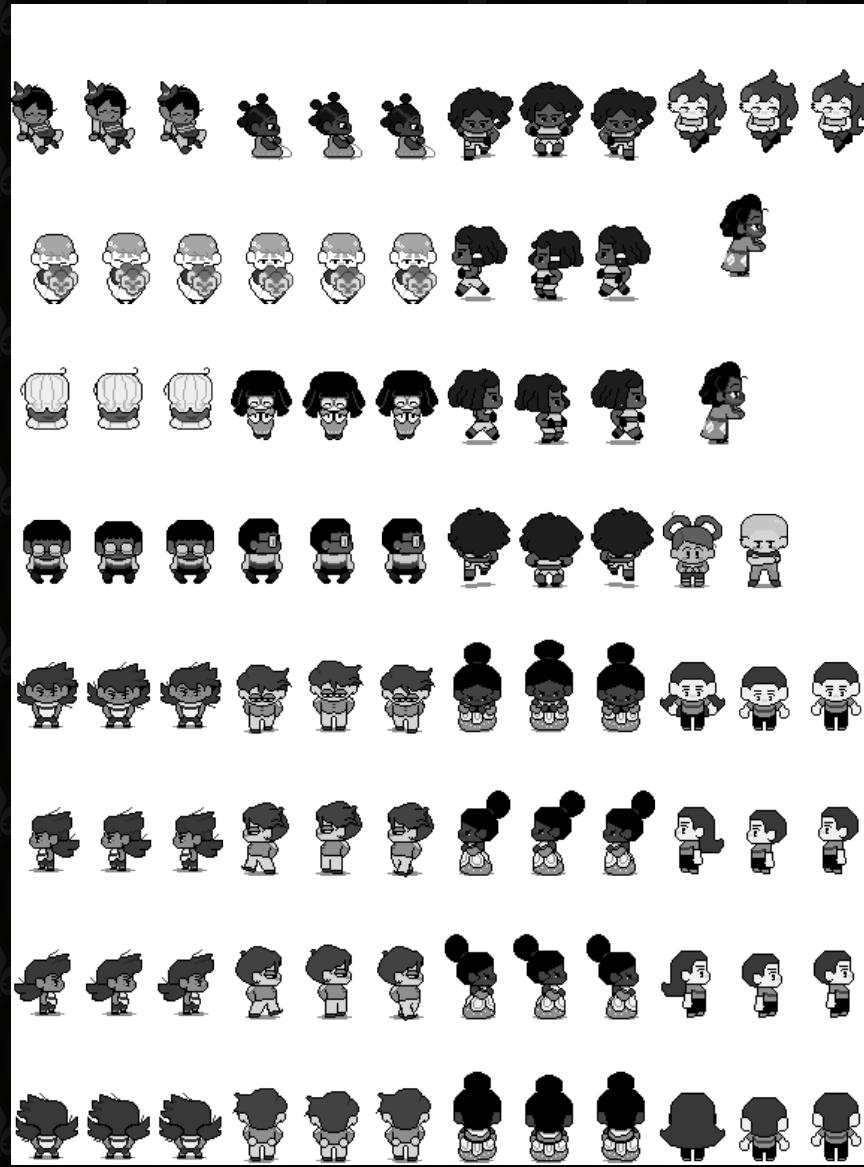
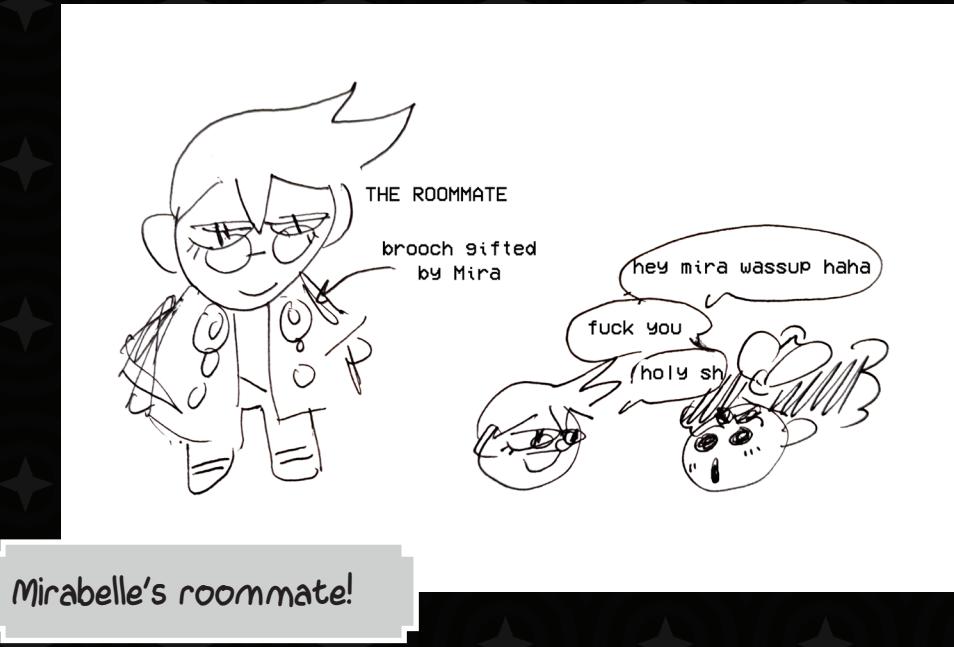


First draft of the House from afar. Horrifying indeed... Drawing castles is very hard, so I'd like to thank the DELTARUNE Chapter 1 castle for inspiration.



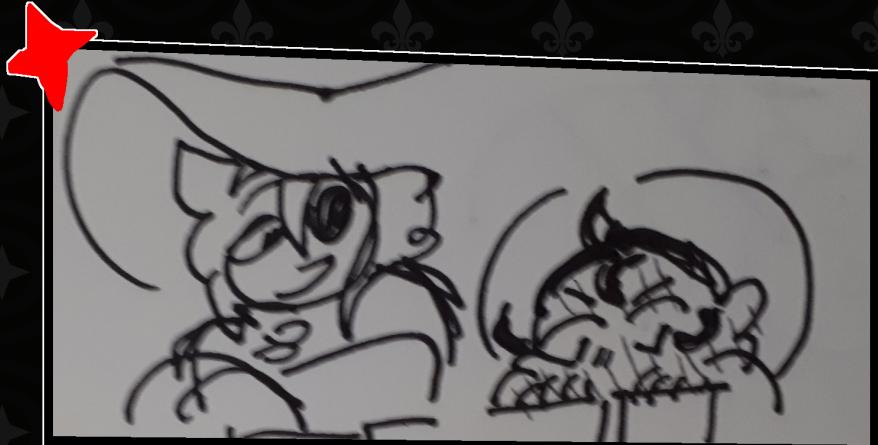
When first designing Dormont, I had the idea* that it would be full of refugees from the king, and that the town would be partly destroyed... That was too much work though, so I ended up scrapping it.

*When I say "I had the idea that...", it doesn't mean I had the idea in mind for years and then said no. It means I thought about it for a day and then said no. Please don't feel like you missed out on Important Content or anything like that. Thank you.



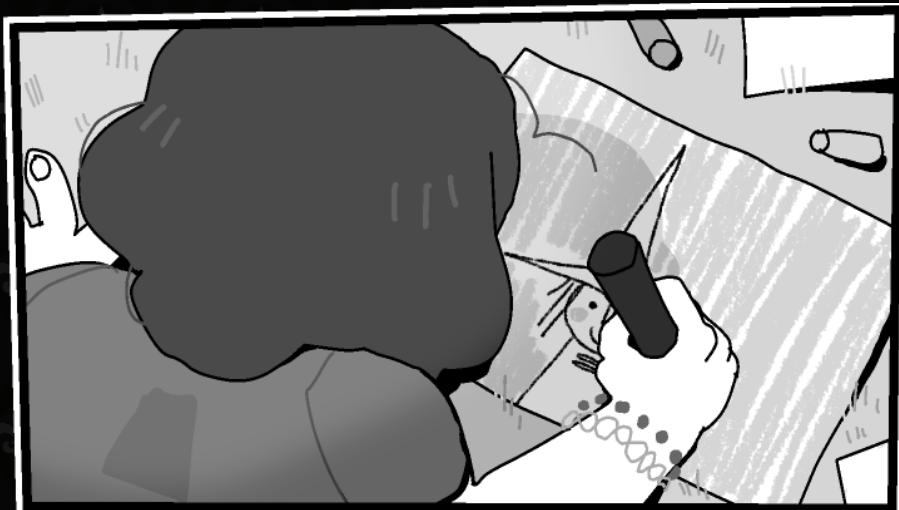
So many NPCs! I never drew any concept art for them, and just drew them right on the pixel sheet. Most of them don't even have names.

[PREVIOUS PAGE] Also, bottom right NPCs are placeholders. They were very helpful to make sure all those NPCs had the same base and looked like they were in the same world. Originally, I wanted to take some of my friends as models, and then... I ended up only making one... So only one of my friends is canonically in the game. YOU'RE SO SPECIAL AARON.



"The Story So Far" scene at the Change God statue was a relatively late addition. My producer thought the story needed one, and I agree it gives some much needed context! I originally ended it with a CG (Computer Graphic, usually used for illustrations in Visual Novels) of the Drawing Kid drawing the pictures, but 1. SIFFRIN DOESN'T SEE THAT. WHY'S IT HERE. 2. I like the little reveal that the kid was the one who drew all those pictures... It's the little things!

I thought about adding a CG for every character introduction, but ended up not doing any because 1. you would see it every time which means I'd have to draw variations of it 2. lack of different expressions in that CG, unless I drew like, a thousand more variations on top of it.



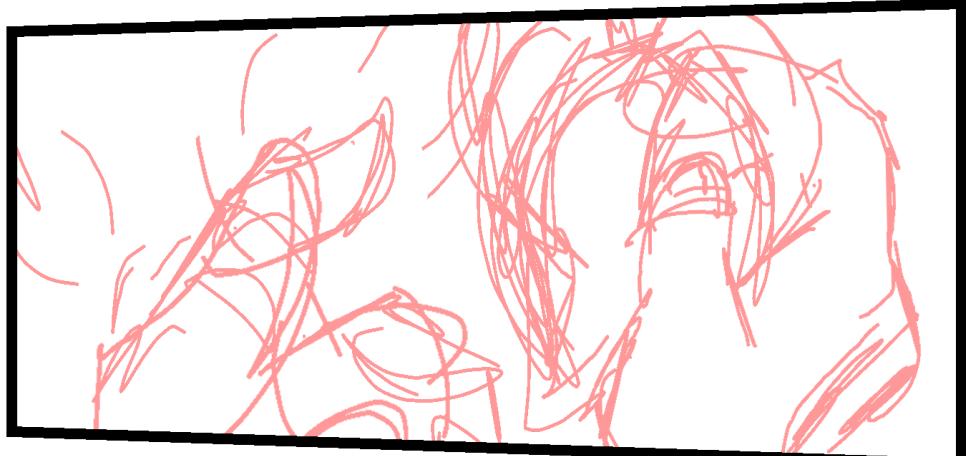
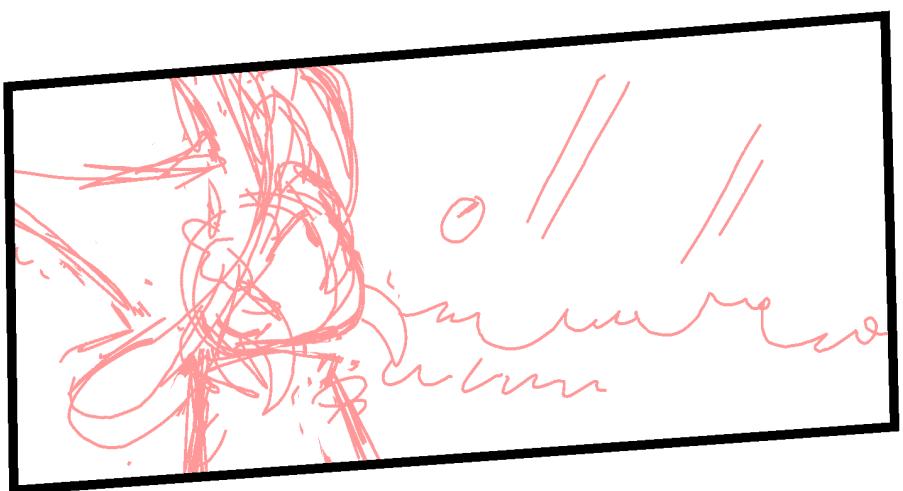
THE FAVOR TREE

A gigantic tree, told to make wishes come true. Away from everyone, Siffrin wishes to stay with their friends forever.

The Favor Tree... I think that after the Meadow, this was the spot in Dormont I spent the most time on. I worked on it before the prologue was even done. It's an important location!

By the way, did you notice the line "you want to stay with them!" has the Wish Outline(tm) even at the start of the game? Deciding whether to make it obvious or not was a Whole Thing. Overall I was very worried the wish scene would be too obvious, especially since Playtester F played it and immediately went "oh, so that's why Siffrin's looping in time, huh?", causing me to spiral into oblivion. And then I asked other playtesters "So... what did you think of the tree scene..." to which they answered "Making me choose between all of them is cruel!", so I knew I was safe, and Playtester F just knows me too well.





Since the wish Siffrin makes is such an important moment, I originally had a bunch of CGs drawn for it. But adding so many made it... Too Important... So I toned it down and removed those CGs.

Act 2

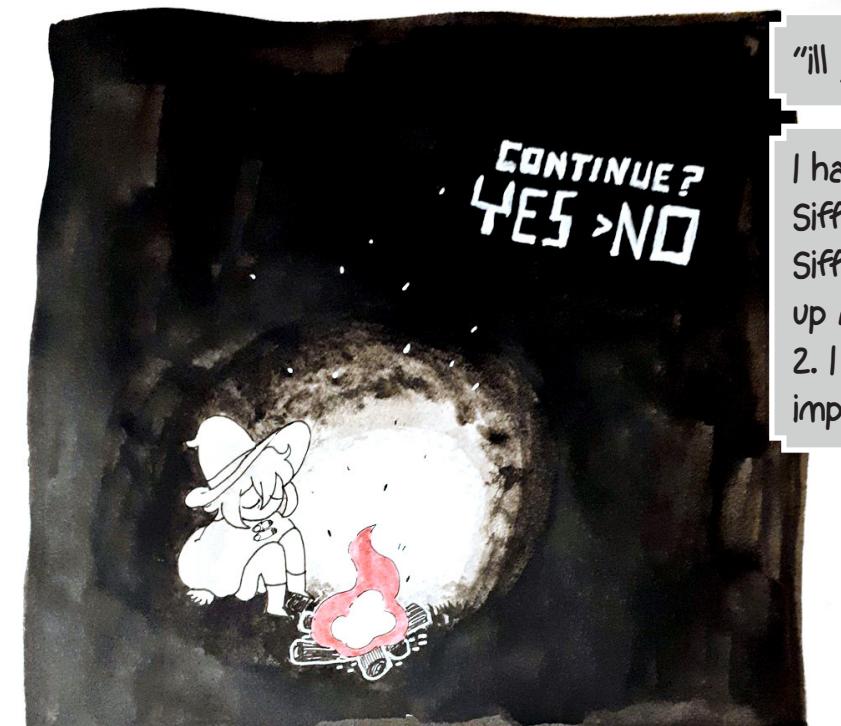


GAME OVER

Immediately after entering the House, Siffrin meets his demise.



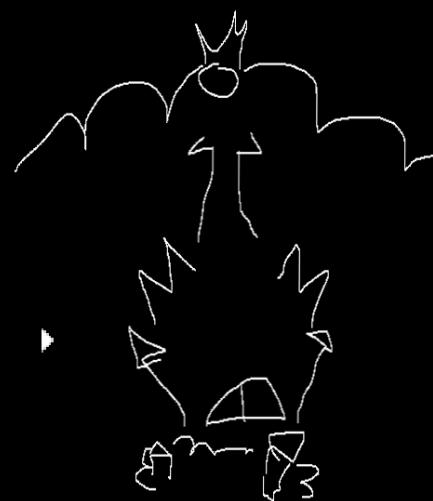
I think the "rock falls Siffrin dies" scene was created just because it was funny. Overall I wanted many of the deaths to feel very cartoony, so you don't take death too seriously. The rock, the banana, the pineapple. And then stuff happens, and you will start taking it seriously.



"I'll just stay on the Continue screen forever. png", 2018

I had the thought* that the GAME OVER screen would be an actual place Siffrin could interact with. So first death Siffrin would float, second death Siffrin would touch the ground and look around, explore, build a fire... I ended up not doing it because 1. I couldn't find where this would lead narratively 2. I like that Siffrin doesn't have any respite, not even in death and 3. More importantly, this would be a lot of work.

*for a while this time!



first draft of the teleport screen!
It stayed like that for a long time,
because I didn't know if I could
improve on perfection.

LOOP

Here to help! That's what they do, helpful Loop!



Name: Loop

Pronouns: They/Them

Type:

Age:

Height: Siffrin's height, more or less.

Weight:

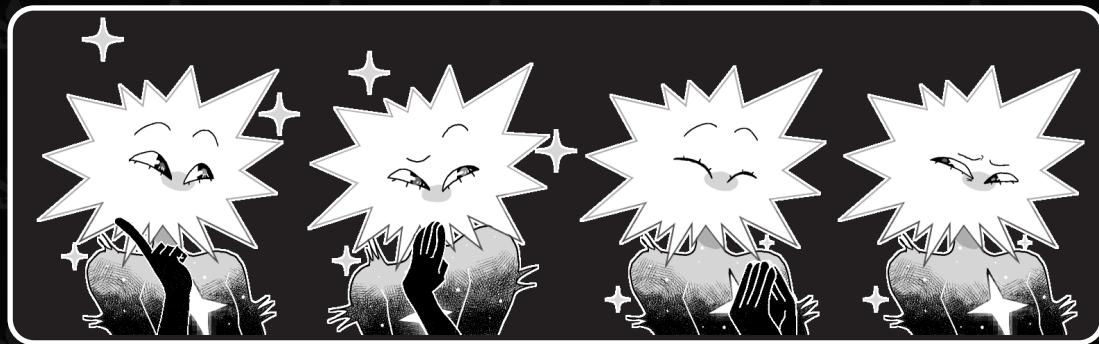
Birthday:

Family:

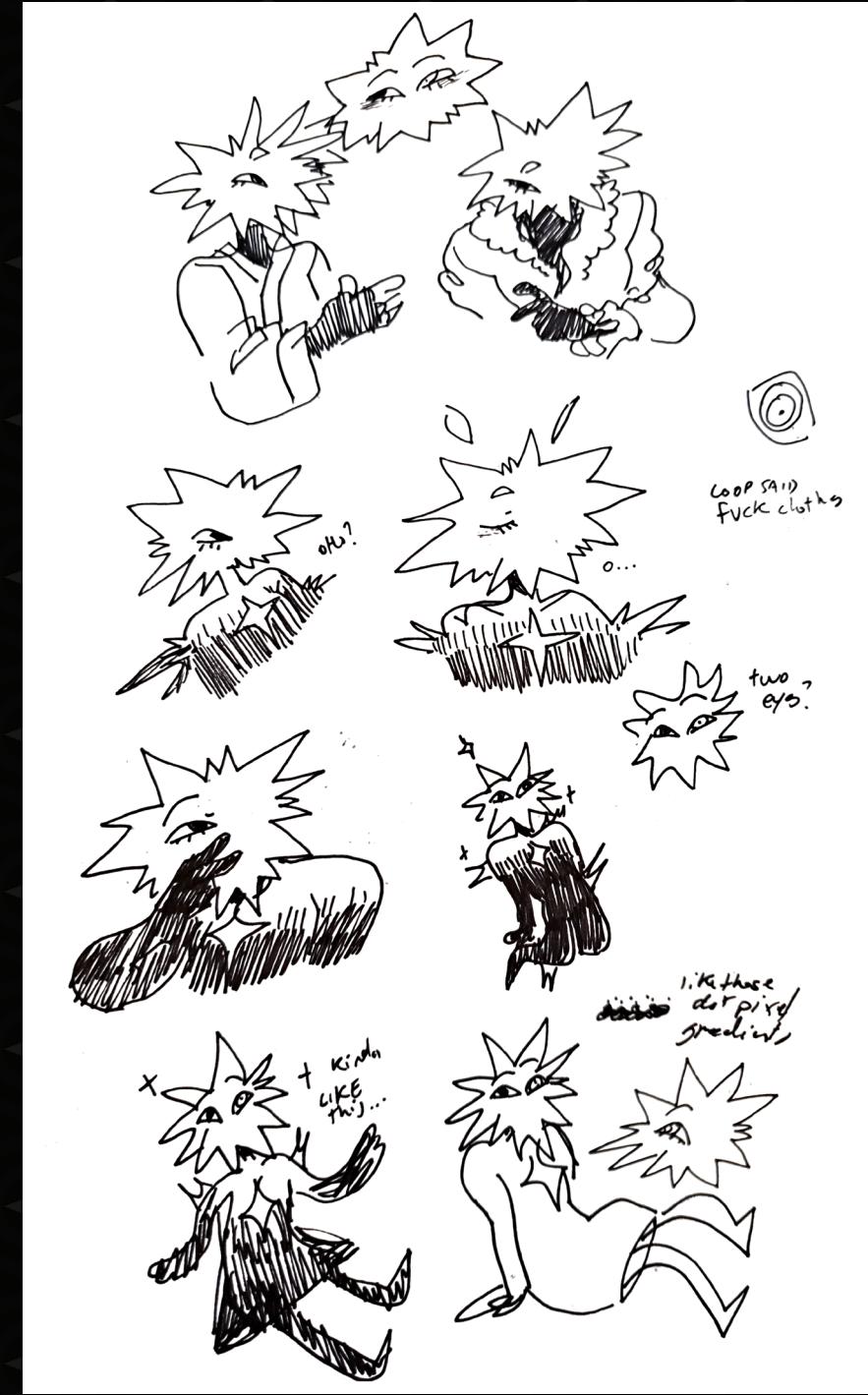
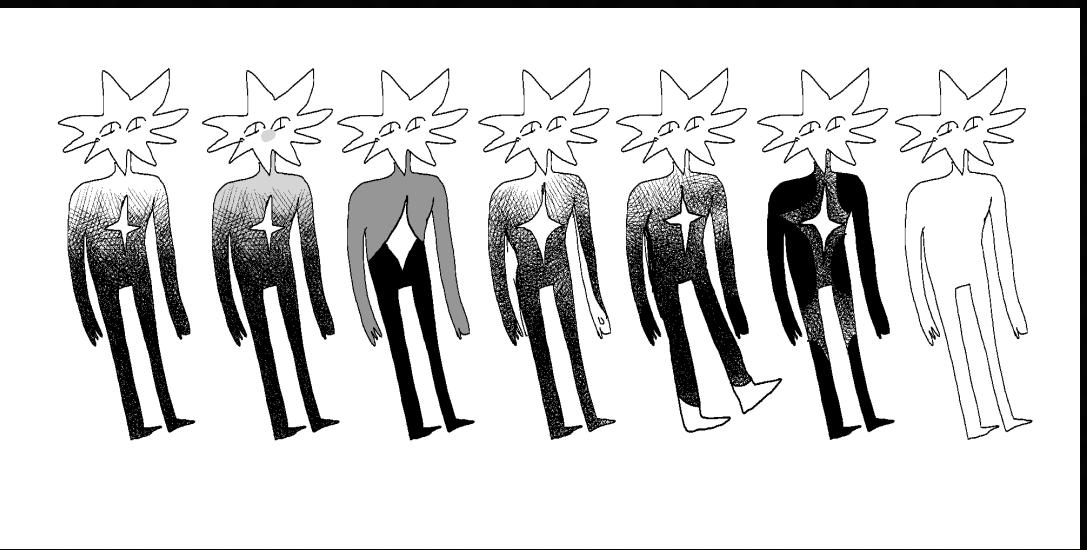
Likes: Basking in the sun, annoying Siffrin.

Hates:

Notes: Appeared under the Favor Tree, and seems to be here to help Siffrin. But for what purpose...?



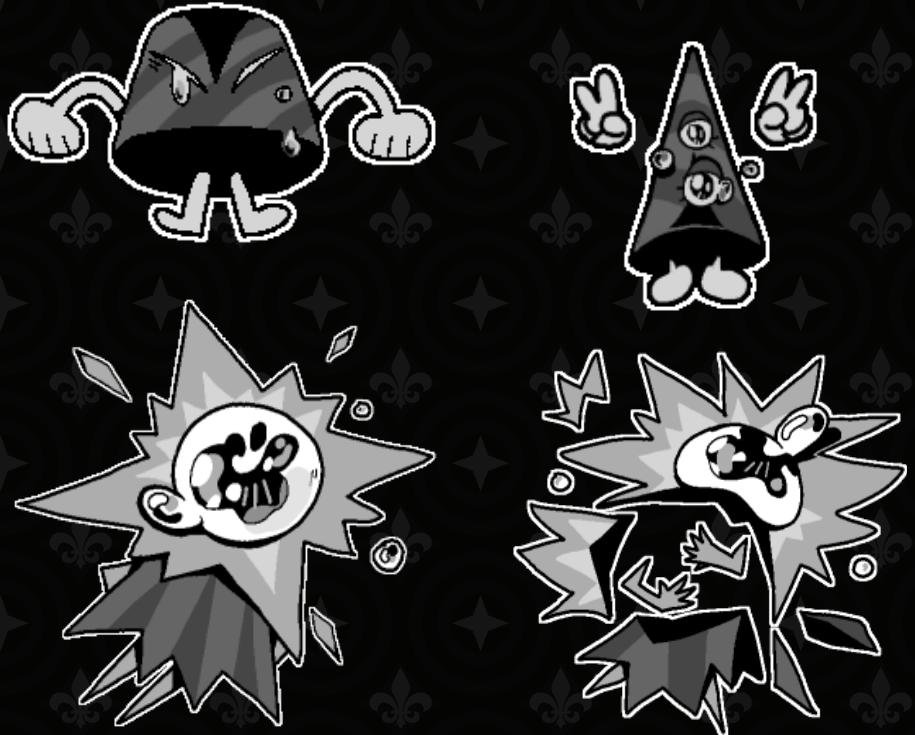
I had many designs in mind for what Loop would look like. But maybe I will share them later. In the meantime: yes, I did try to put clothes on Loop. But no clothes gave a more ethereal feeling and I liked that a lot. I also liked the little dress...



SADNESSES

People's sadness taken form. Sadnesses can be found roaming the House.

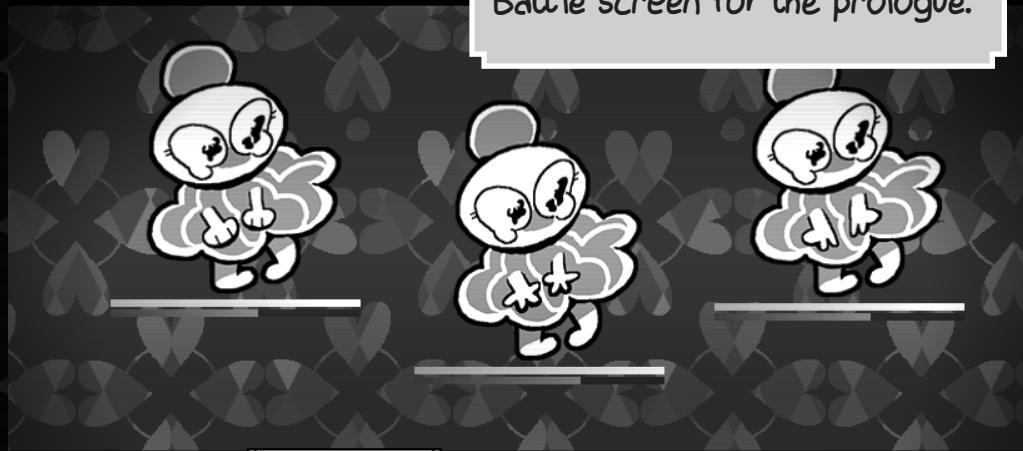
Sadnesses are the main enemies of the game. As a constraint, I made all of them be striped, and crying.



The Nostalgie enemies are my favorite. The same way the Siffrin remnants and Mal Du Pays came from Siffrin, the Nostalgies came from the King.



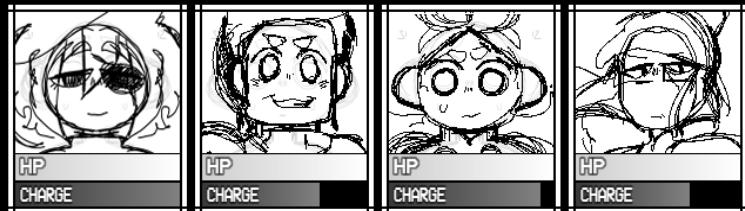
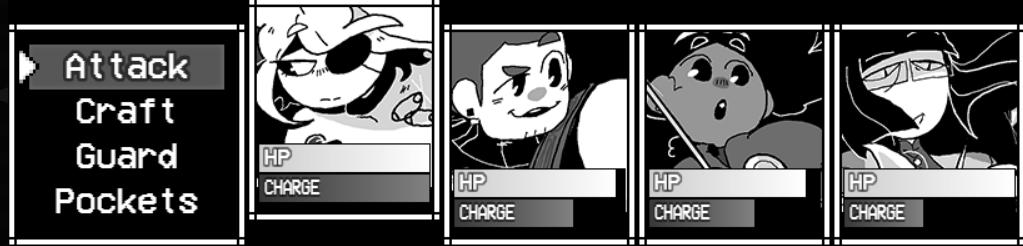
All enemies have an idle sprite, and a hurt sprite for when they get hit. TWICE THE WORK BABY!!!!



Battle screen for the prologue.

FPS 60
WebGL ready

Attack	Craft	Guard	Pockets
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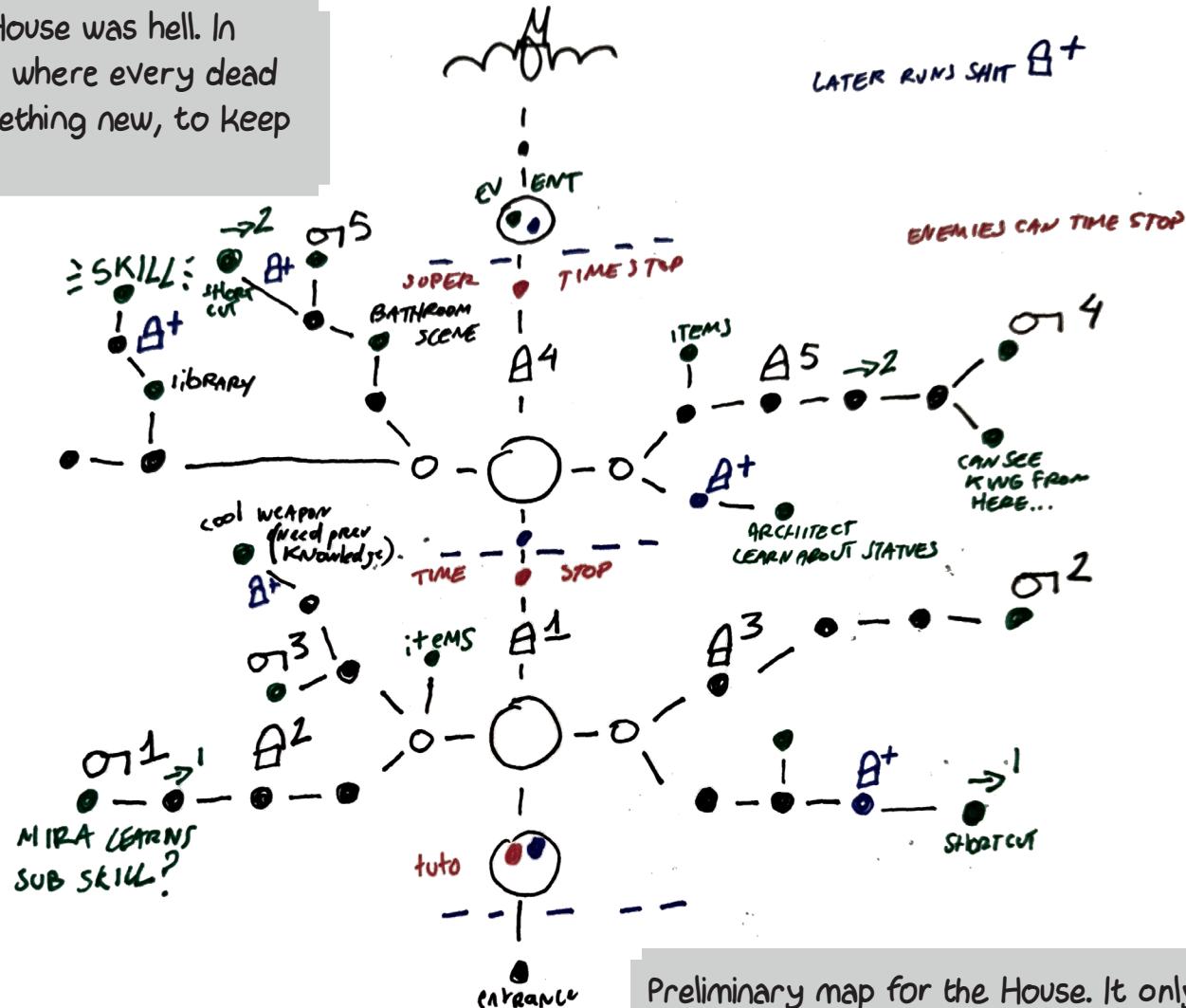
The battle menu went through MANY, MANY iterations, from the menu placement, to where the attacks would show, to the portraits. Here, you can see a nice and kind of mature looking Siffrin. This was in the period of time between the prologue and ISAT where I didn't know what a non-depressed Siffrin would act like



THE HOUSE

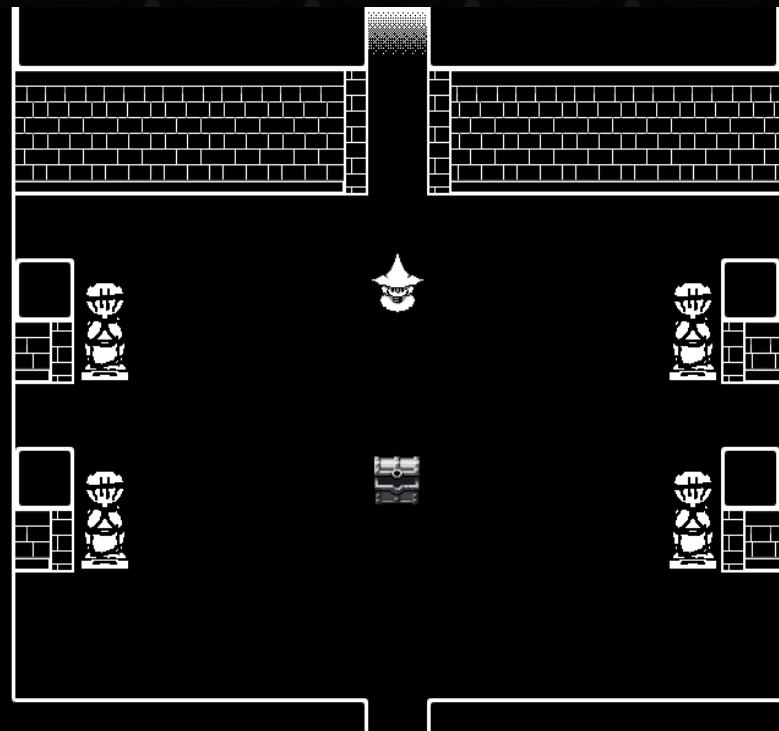
Monasteries of the Change Belief. Dormont's House currently houses the King, waiting for heroes to confront him.

Figuring out a map for the House was hell. In the end, I decided to make it where every dead end would still bring you something new, to keep things interesting.



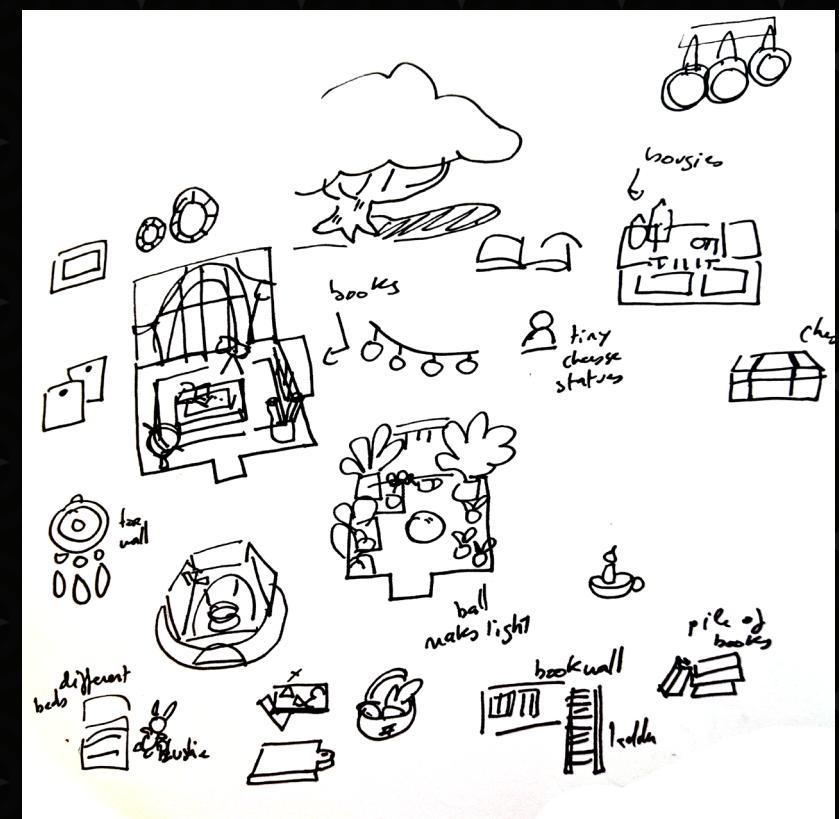
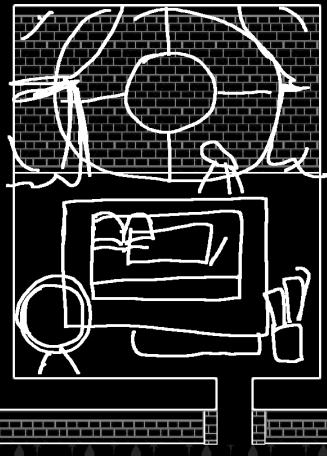
Preliminary map for the House. It only had 2 floors!

The tutorial being multiple rooms long was a somewhat late addition, after my producer said the original tutorial battle was boring and short. FINE DORA!!! I'M MAKING IT FUN AND LONG!!!! THANK YOU FOR ENABLING ME!!!!



First try for the inside of the House. I knew there was going to be a statue of some kind, which ended up being the Change God's statue.

Some sketches for the different items in the House.



Sketch of the Star Room. I usually just created a room in RPGMaker and added a bunch of items in there, so drawing it beforehand was a change. In the end, this might've been the only room I made some sketches for.



THE KING

A man whose wish is to freeze Vaugarde in time.

My little guy. I made him cry all the time because I wondered if that would make some players feel for him before Act 3. And also because I think it's cute.

He always hides his face. I wanted him to feel ambiguous—is he really crying, or just faking it for attention...?

Name:

Pronouns: He/Him

Type: Rock

Age:

Height: Multiple stories tall

Weight: Could be eating more, quite honestly

Birthday:

Family:

Likes: Vaugarde

Hates:

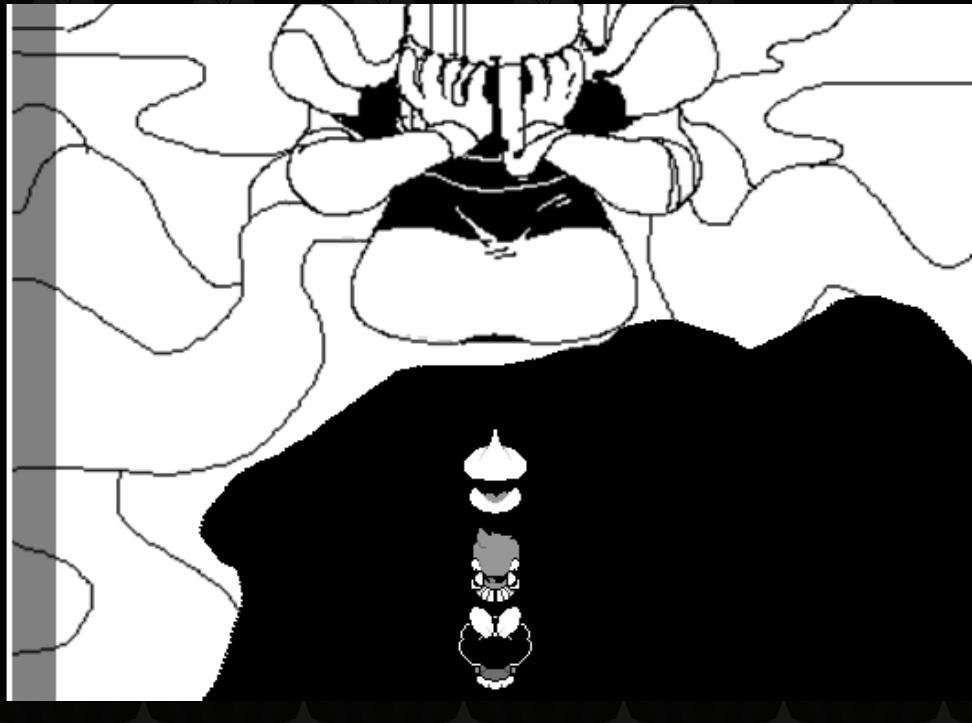
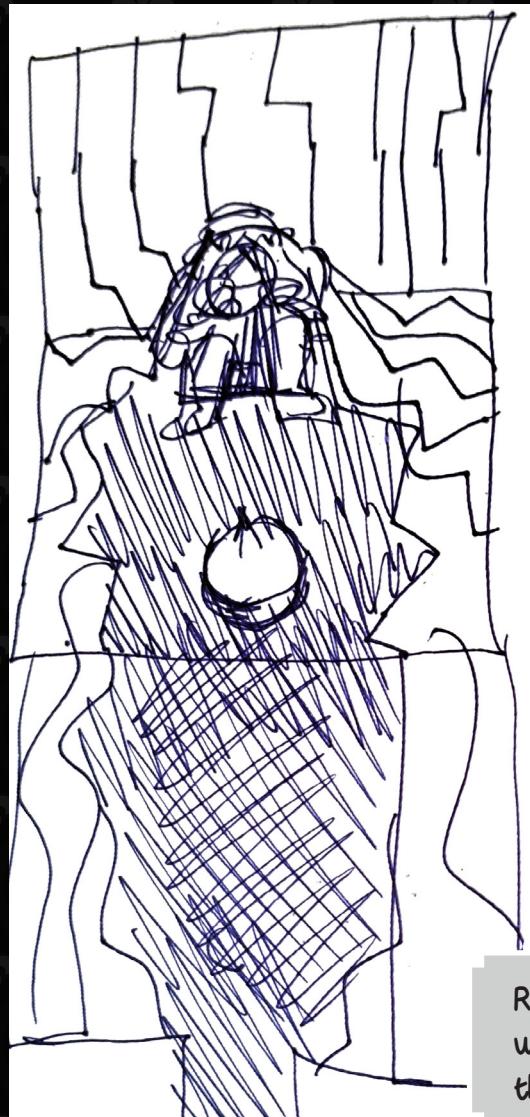
Notes: One of the few people capable of using Time Craft. What does he want...?



By the way, yes I hated drawing his dumb armor.

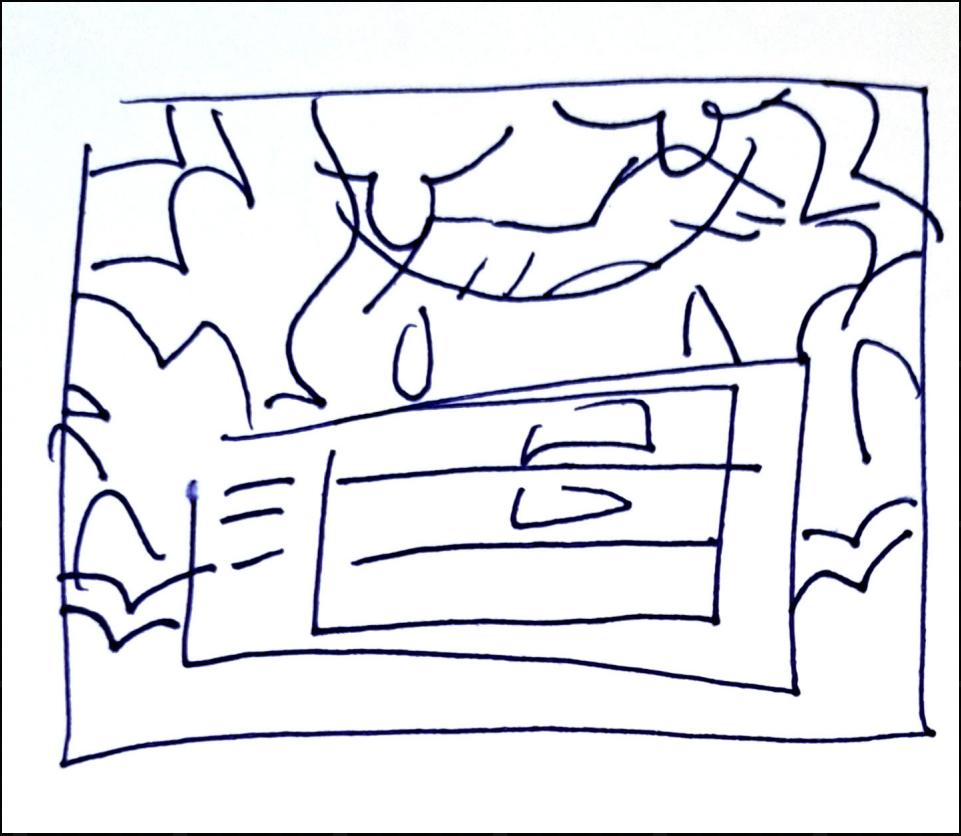


THE KING SKETCHES

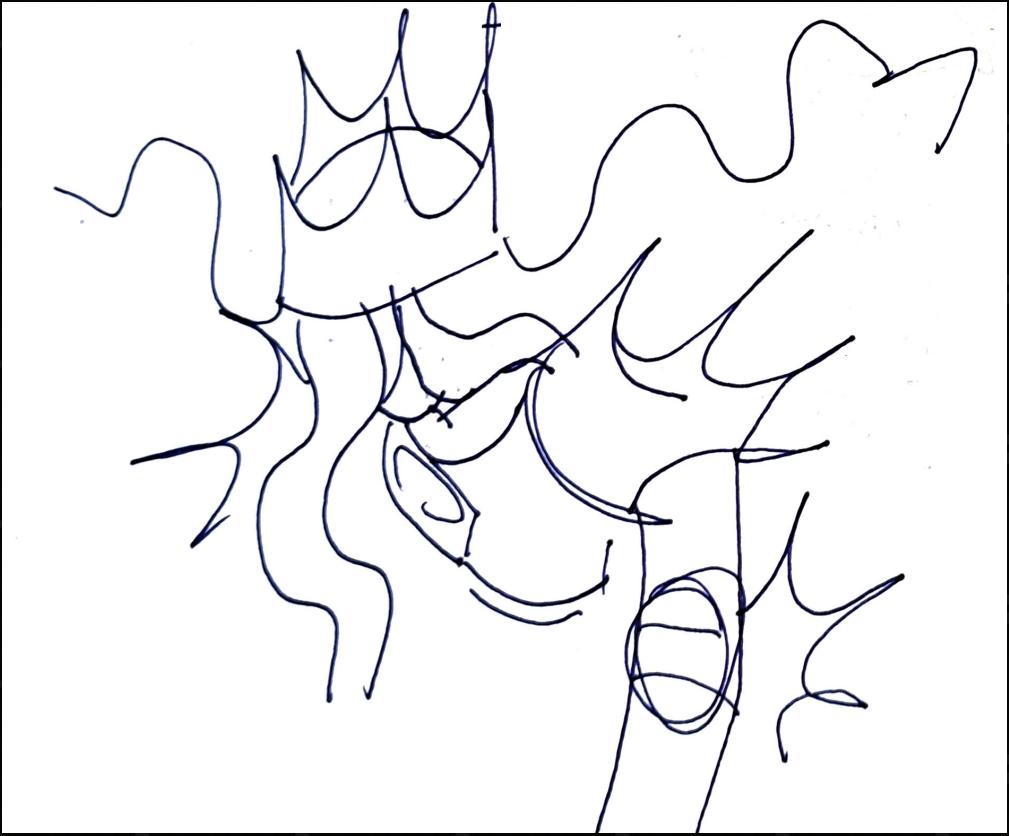


First draft of the King Room. I showed it to a friend and they told me his knees looked like balls. So I redrew it!!!!

Rough draft of the King Room. Before I even figured out the King's design, I knew he would be in a big room, with hair covering the walls. I wish I remembered how I got that idea!!!



Early Concept art for the VS King Battle. I imagined he would literally cry on the status bars...



I looked at this sketch very often for reference.

THE HEAD HOUSEMAIDEN

Mirabelle's mentor. She waits frozen at the end of the House, hoping for Vaugarde to be saved.

I wanted her to look kind and like a goddess. Flowing hair and all! She presents feminine in the game, but she's the kind of person to change gender like clothes.



Name: Euphrasie Cassandre Toussaint
CANTATRICE

Pronouns: She/Her

Type: Rock

Age: A lady never tells!

Height: She could ball.

Weight: A lady never tells!

Birthday: A lady never tells!

Family: A lady never tells!

Likes: The Change Belief, her partner Claude, and making people flustered.

Hates: Reading boring paperwork.

Notes: A little bit of an airhead.



"Why is your hair
long and white like
the King's?"



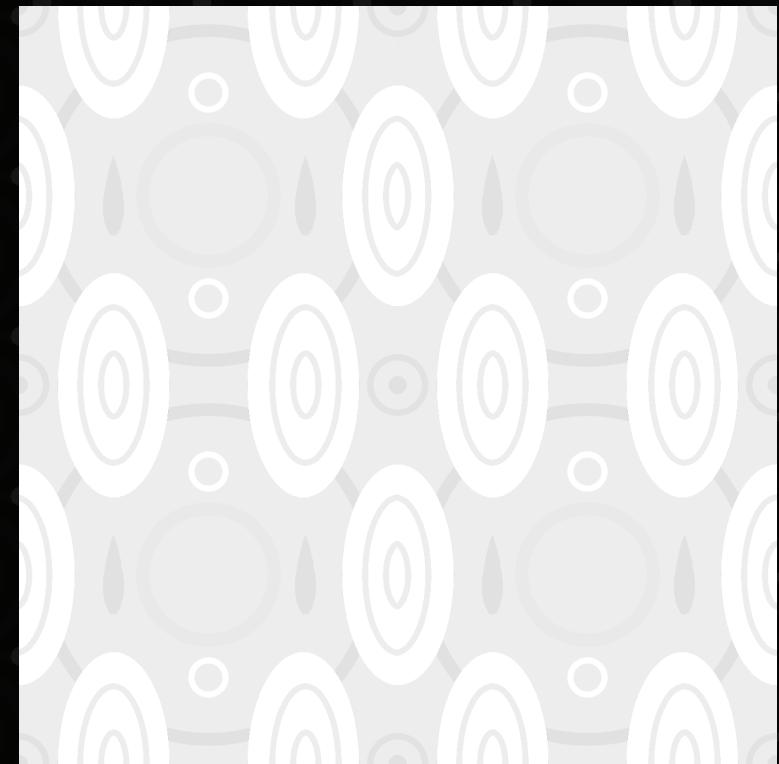
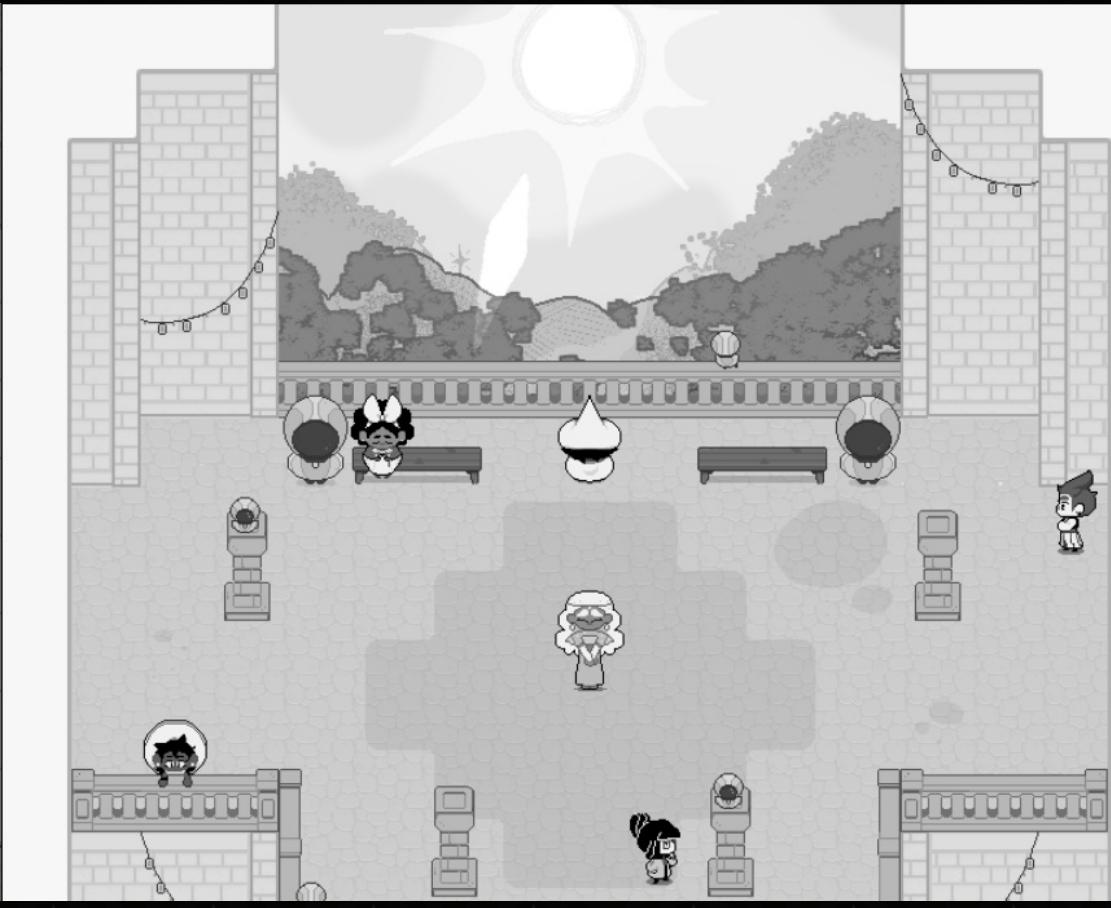
I knew people would not trust her because of the white hair, or think she was from the Country, so I drew this and never added anything like it in the game.

Preliminary drawings. She already had a design from the comics, but I wanted to make her fit this new world better.



THE TOP OF THE HOUSE

After defeating the King, Siffrin and the others climb to the top of the House, to meet the Head Housemaiden and end their journey.

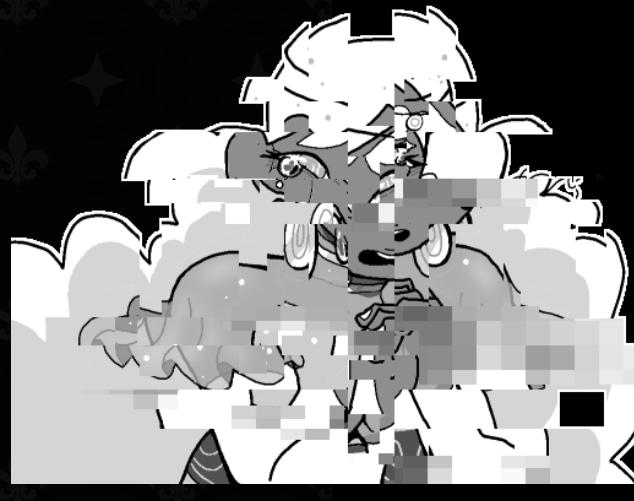


Every floor had a repeating motif that panned in the background. It was fun to create abstract designs

I added a lot of small details to make this room feel less empty. I remember not feeling super satisfied with it, but sometimes you just gotta say "fuck it" and ship it



(You died.)



START
AGAIN

QUIT

I am always very excited when I see people get to this point. Most people know what's coming, and it's still a punch in the gut every time!!! Teehee!!!



▶ START AGAIN

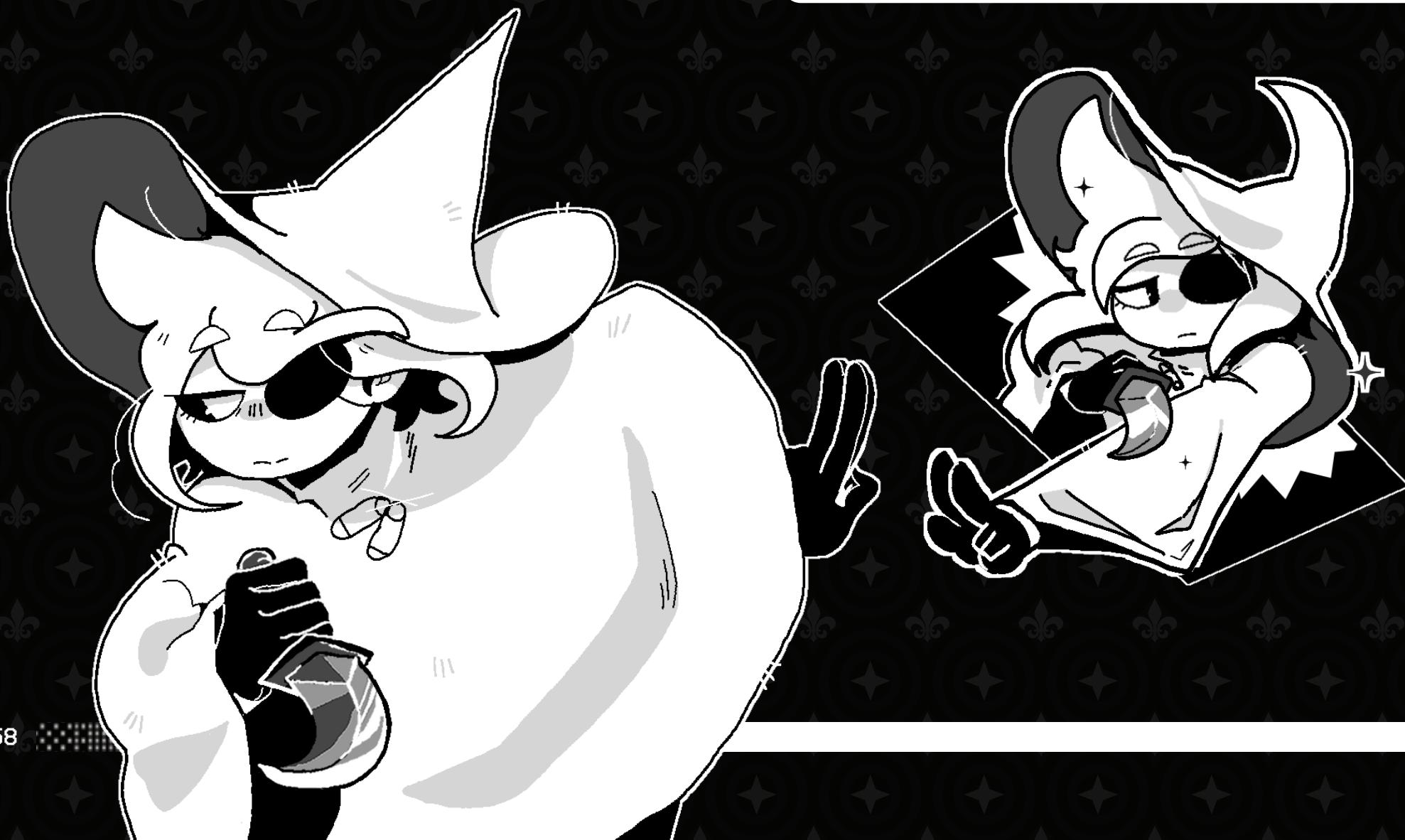
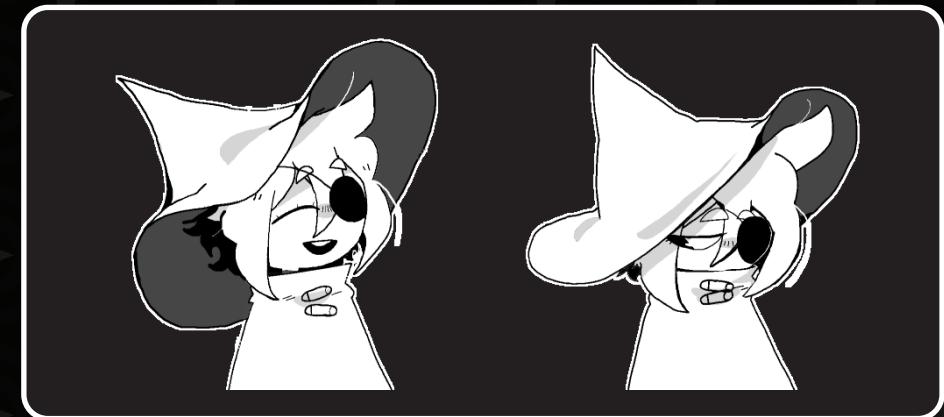


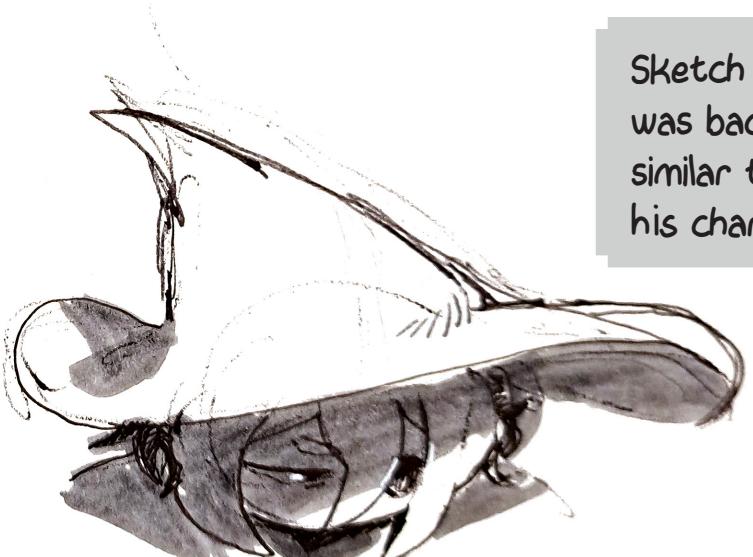
Act 3-4

SIFFRIN

Realizing that defeating the King doesn't end the time loop, Siffrin decides to find out why the loop even exists.

OH HE'S A LITTLE FUCKED UP ACTUALLY....





Sketch of angy Siffrin. I was very glad whenever I was back to writing Act 3+ Siffrin, since they're very similar to Siffrin from the prologue. I got a handle on his character!!! I know how they think!!!



please, someone,
anyone,



just hug me,
touch me, please!

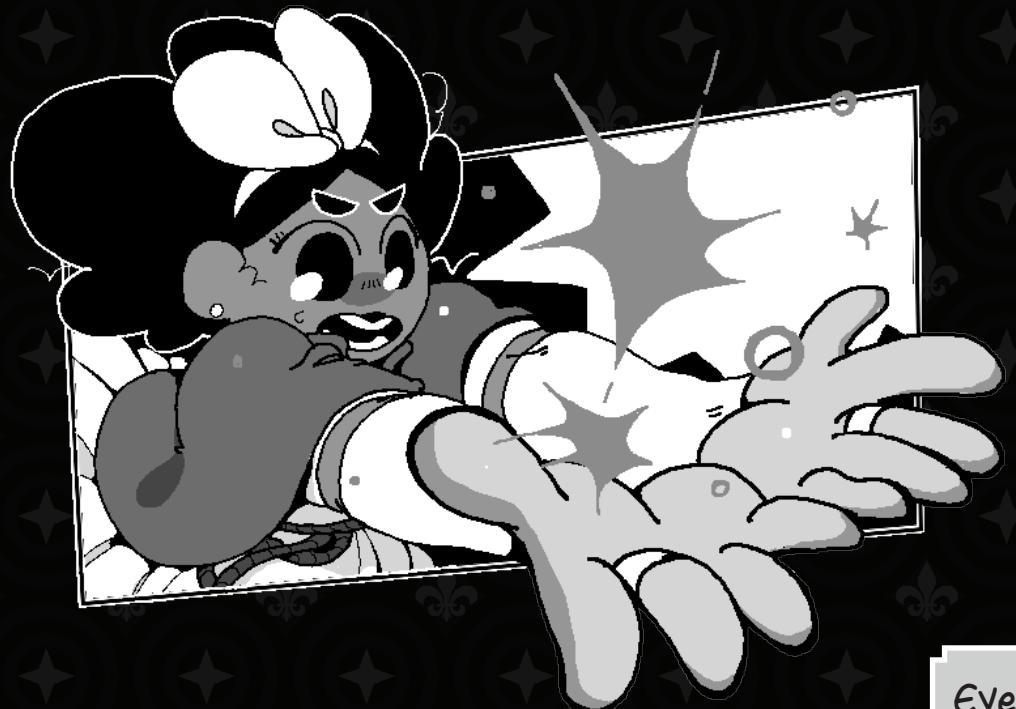


i'm not sure i
even exist anymore!

Drawn when I was working on the prologue, aka
"Lockdown Simulator"

FRIEND QUESTS

From the very beginning, I knew ISAT would have Friend Quests, where you would help your friends and get to know them better, and they would NOT be the way to escape the time loop. But you would know your friends better! Isn't that nice? Don't you feel closer to them?



Mirabelle's Friend Quest was the hardest to write, because I really wanted to get it right. Her struggles with her asexuality, aromanticism, and religion are such a core part of her character! And I don't relate to all of that!!! I wrote many drafts, and gave a refined one to a couple friends so they could tell me if I stepped in it. I was very glad to know that I didn't, and they both loved it!!!



Even now, I get messages from people telling them this event meant a lot to them. I'm very glad. It meant a lot to me too



Weirdly enough, I don't have much to say about Odile's friend quest. It was a challenge to write, and I like how it turned out, and that's pretty much it!



I also loved writing her quest because of how Siffrin reacts to it depending on where you are in the story. All friend Quests change slightly (or not so slightly) depending on Things, but Siffrin gets very angry seeing this event later on, which I loved exploring.



Bonnie's Friend Quest probably changed the least from my original idea. What I wrote in the Very First Draft is extremely close to the final scene, except I hadn't come up with the idea of Siffrin's eye and the Country yet, which only made this event sadder. I try to write Bonnie as an actual child- as in, someone who feels things very strongly, but doesn't have the emotional capacity to understand what they're feeling, let alone how to show it.

Bonnie's irritation towards Siffrin is directly linked to their guilt of being responsible for Siffrin's blindness, but how the crab are you supposed to articulate that as a child? Even more when Siffrin doesn't seem to care? All those feelings boil to the surface here, and I hope I managed to show that clearly.

All of the previous events were different variations of side quests (a fetch quest, training quest, heart to heart), and I wanted Isabeau's to be more like a respite. You've done a lot today! Let's just hang out!!!

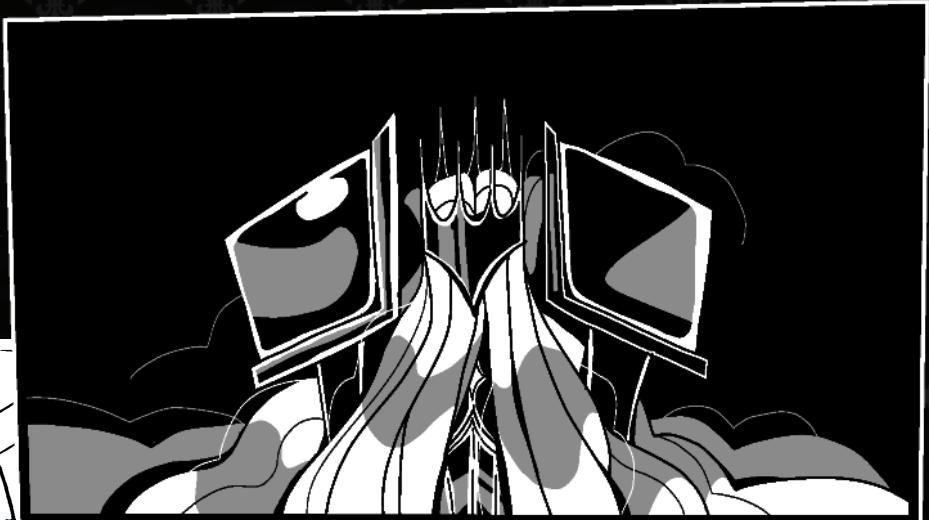
In a lot of games, the main character is the Hero. The Therapist. They're always the one people go to for help, but there's rarely a moment where another character tells the hero "So... and how are YOU?". Isabeau's quest, and this game as a whole, was made to fill that hole. Actually hero, how are you doing? Everything okay?

Of course, we still gotta have a heart to heart, so Isabeau talks about himself to make Siffrin feel more at ease. As you can tell, his whole event sounds like a transgender manifesto (lol), but to me it's really more of a "Hey, did you know you can Change if you don't like yourself?" manifesto. If you don't like yourself, your personality, your habits, whatever... you can Change! This isn't to say changing will be easy or immediate, though. Changing is hard!!! It's crabbing hard as hell!!!! But isn't it better to work towards being the person you could be, rather than hate the person you currently are? Take my hand. You can do it. I believe in you.

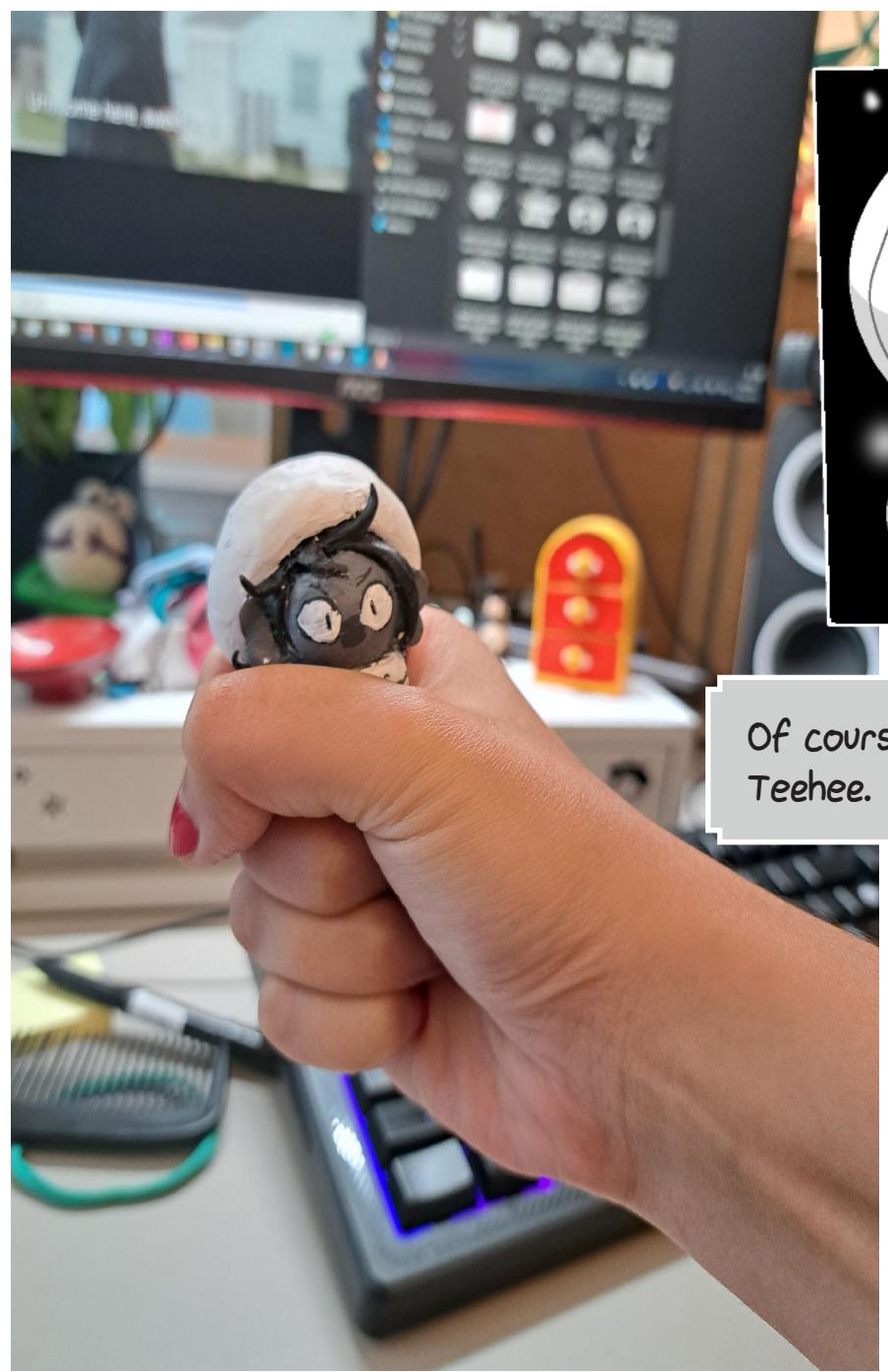


KING QUEST

Siffrin has started looping while on their way to defeat the King... Could the King be related to the time loops? So little is known about him...



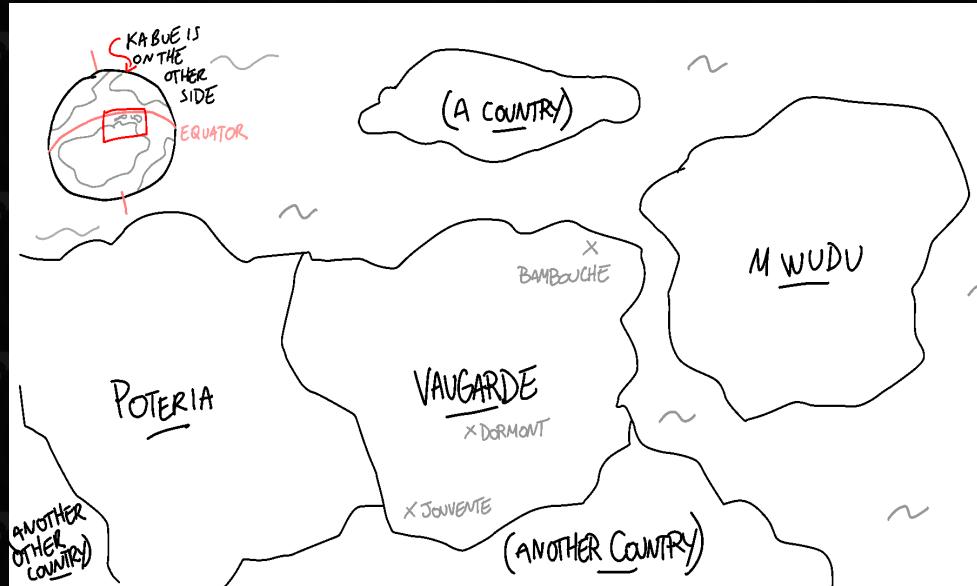
I loved writing the King as an enemy to defeat, then as a seemingly tragic figure, and finally as someone you just can't reason with. I originally wanted to say something about "misunderstood villains", and how being misunderstood isn't a valid reason for hurting people, but then I ended up really feeling for him anyway... I fell into my own trap... The point still stands though. Don't negotiate with people that are trying to kill you!



Of course I made myself a reference for the squish scene.
Teehee.

Did you know? Even if you die against a Sadness, or against the King, Bonnie never dies. Bonnie always escapes. Until the last event against the King. Even though time always resets, and no one remembers, I wanted this event to feel like something that can never be taken back. Even if it's been erased, in Siffrin's mind, there will always be a timeline where Bonnie died.

THE COUNTRY



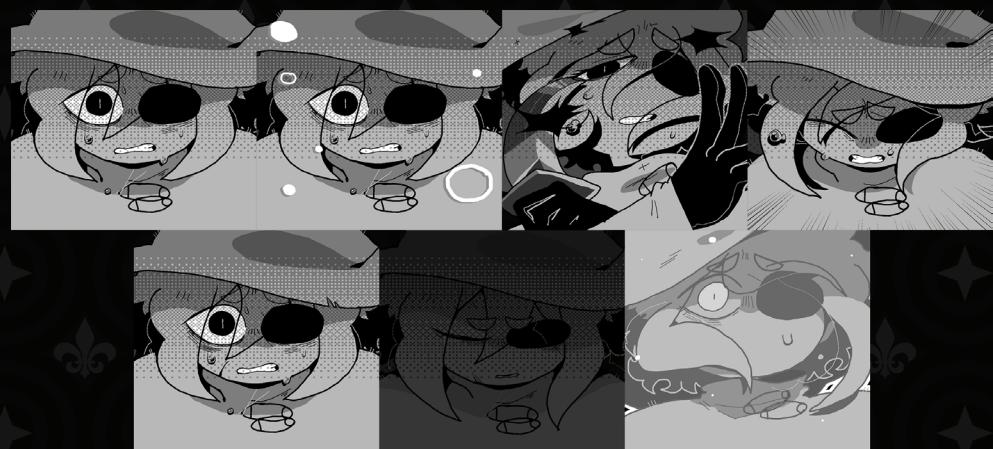
Siffrin and the King are both revealed to be from an island North of Vaugarde, a country forgotten by everyone. **The Country.**

Everything related to that Country is near impossible to remember. For people outside of it, they might've forgotten a friend, or a family member. For people who were raised there, and managed to escape whether by design or chance, they found themselves unable to remember anything about themselves. **When everything about you took place in a country that doesn't exist, what is left of yourself?**

Every so often, I'm asked to give more details about the Country. What was it's name? What country was it inspired from? Will people remember it? What happened to it? Can it be saved?

I find that those questions miss the point. I could tell you that the Country was inspired by Guadeloupe, a French island in the Caribbeans, that I think Cuba and Iceland are great guesses.

I can reiterate what's already in the game- that they followed a religion based on the Universe, that plantains and malangas grew there, that it was cold at night. And then what? **Does knowing those facts make it all better?**



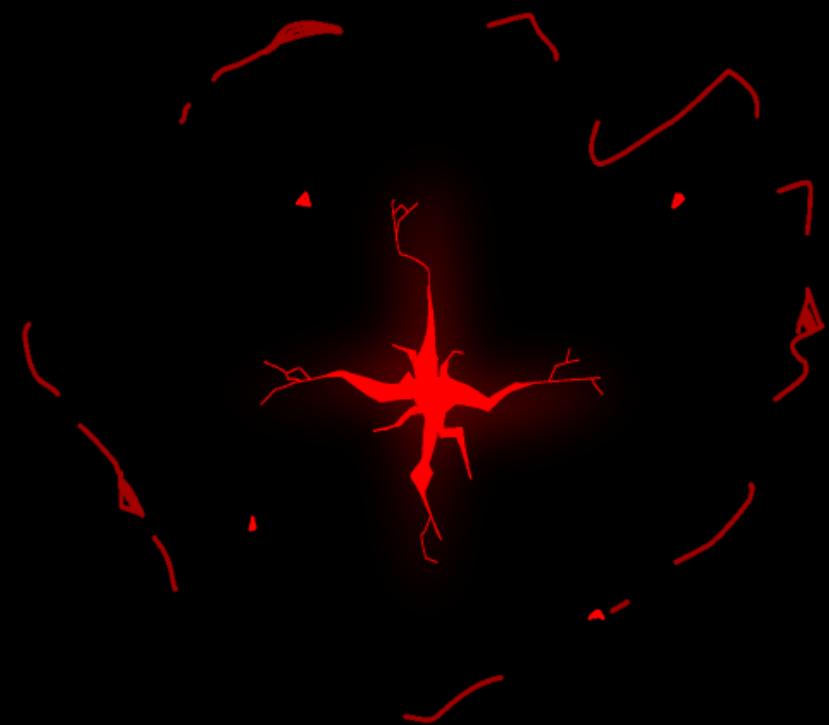
When writing the Country, I wrote down **rules**.

-You can't actively remember anything about it, unless it's subconscious. Think of it like forgetting your phone password. You know when you forget your phone password, and you try to remember, but nothing comes to mind, until you empty your mind and try to use your muscle memory? It's similar to that.

-Trying to force it gives you a **headache**. The more important and entrenched the memory, the stronger the headache. Forcing it for too long might give you permanent damage, or worse, break reality. Like Siffrin and the King trying to say the Country's name.

The fact that you don't know much about the Country is the point. If you know too much, you'll lose it.

The Country will never come back if you keep holding on to it. That's something Siffrin realizes at the end of their journey. The Country's gone. It's gone forever. Whatever happened to it, it happened, and it will never come back. Instead of fixating on it, trying to fix it, always thinking about it, just like the King did, Siffrin needs to let it go. **It won't come back, unless you stop trying to bring it back.**



LOOPQUEST

After helping their friends, and talking to the King, the Head Housemaiden tells Siffrin that they are here because of a wish. The time loops are the wish's way of ensuring Siffrin beats the King, or so they say. But it must've gone wrong, because Siffrin is still looping, over and over again.

They'll never be able to escape. What is left for Siffrin to do...?





Act 5-6

UNTRUST FRIEND QUESTS

Seeing no way to escape, Siffrin decides to kill the King with his own hands. Before that, though, he needs to convince his family members to join him.

Ooooh now we're getting into the good stuff. Writing the Friend Quests GONE WRONG?! (I called them Untrust Quests, which is not a real word) was something that was here from The Very First Draft. Those quests that made you feel closer to your friends NEED to turn sour.



Siffrin is at the end of their rope, and is pretty much out of it the whole time, not realizing what they're saying. Because who cares? Even if you make them mad, you can just loop back!

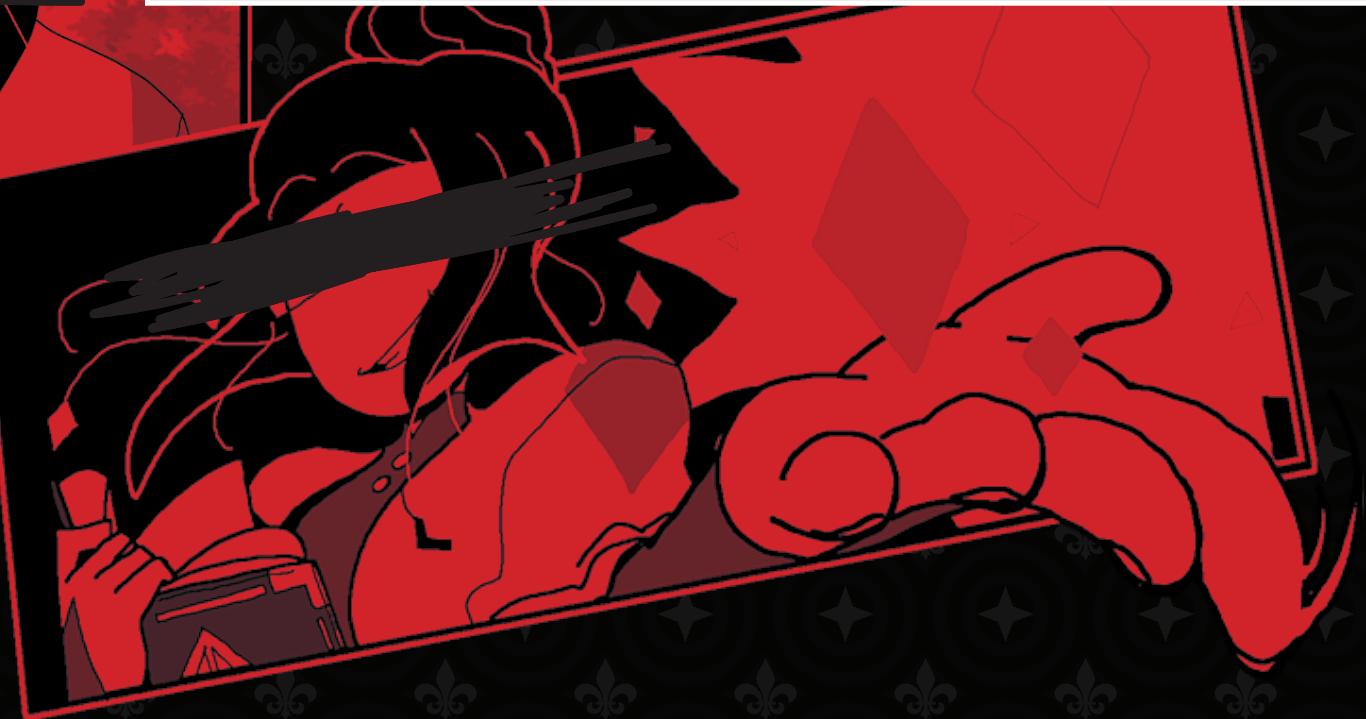


It was very fun to write a genuinely angry Mirabelle. I think her event has some angry portraits that are only used here. The thing with Siffrin knowing the answer to Mirabelle's problem (you're just aroace, girlie!) means that skipping to the end is the equivalent of outing her to herself before she's even ready. Which can be a genuinely terrible experience!!! And Siffrin outs her in the worst way possible!!! Siffrin how could you!!! TEEHEE!!!

Odile's event made me feel awful (and giddy!!) to write. Siffrin's so mean!!! Believe it or not, my first draft had Siffrin say something even meaner.



The part where Odile says "Siffrin... You're shaking." was also in The Very First Draft. Siffrin being so far gone they can't control their body, aren't even noticing they're shaking. TEEHEE!!!!



Similarly, Odile skipping the anger phase to go to indifference was a very early idea. He is just Not Worth Her Time anymore.



The Very First Draft has a line that goes "My character development isn't a checkpoint you have to hit!!!", which was specifically for this event. TEEHEE!!!

Be honest. Weren't you glad this all happened after a single fight instead of three?

Poor Isabeau doesn't even go back to the nice event under the stars... Literally all the Untrust events were in the Very First Draft, but Isabeau's is the one that Did Not Change Even A Little Bit. It's all there in the draft. Yes I will show you the Draft later don't worry it's coming

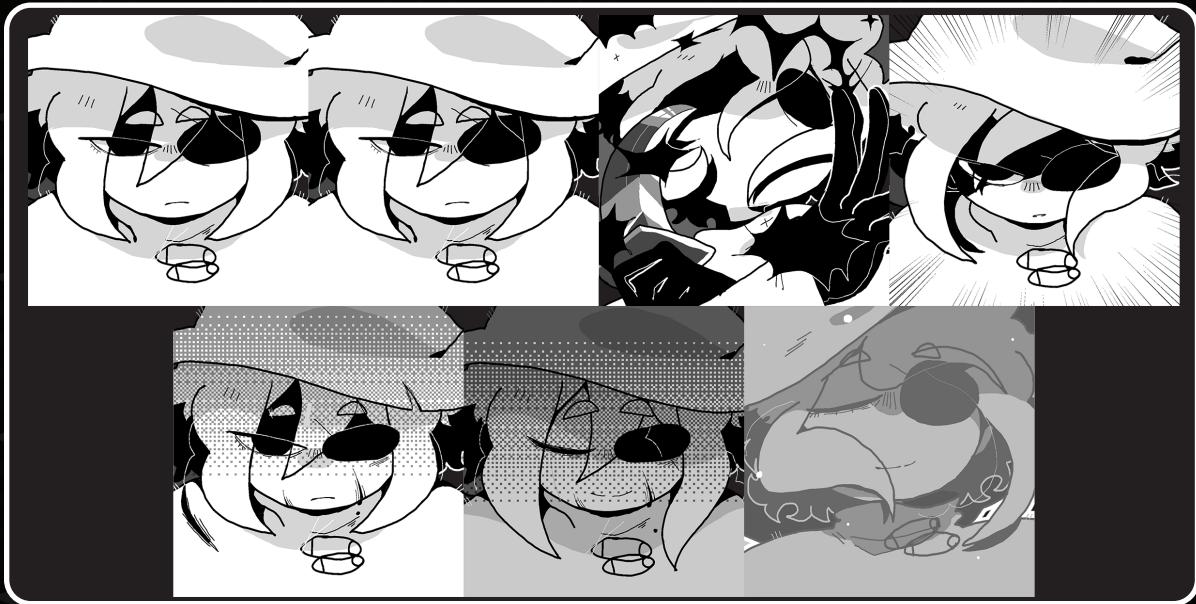


SIFFRIN

Siffrin doesn't manage to convince their family members to come with him. At the end of his rope, he decides to climb the House on his own.

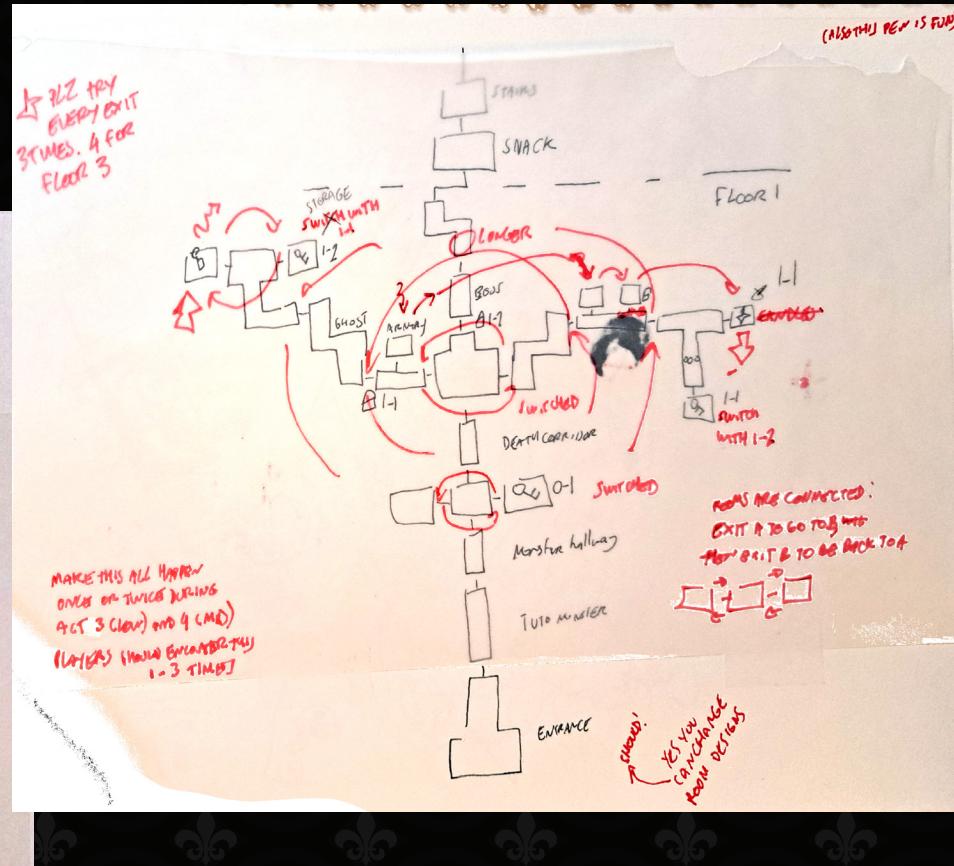
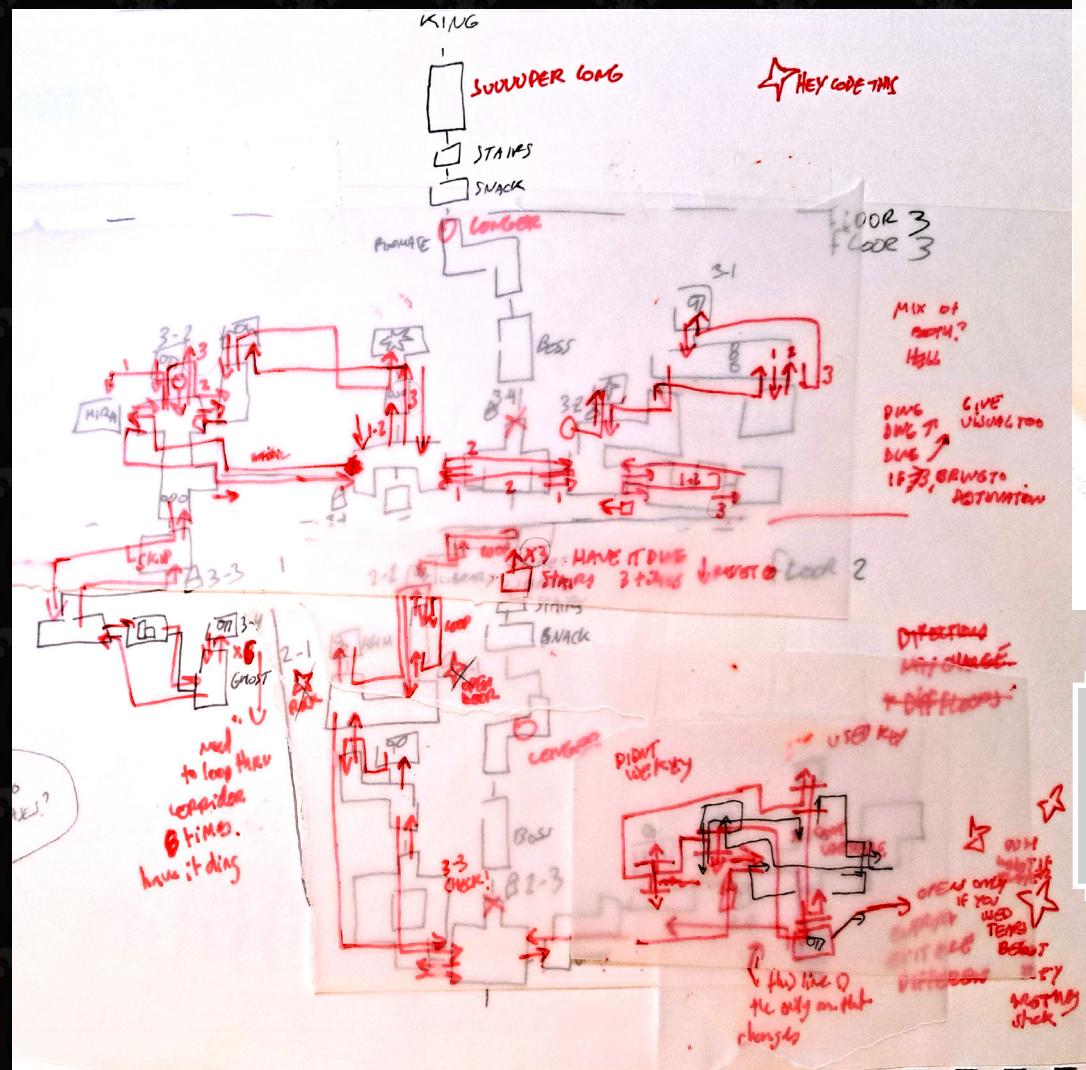
**YIPPEE YAHOO YAY!!!!!! DRAWING ACT 5 SIFFRIN
WAS SO MUCH FUN!!!!!! I LOVE SUFFERING!!!!!!**



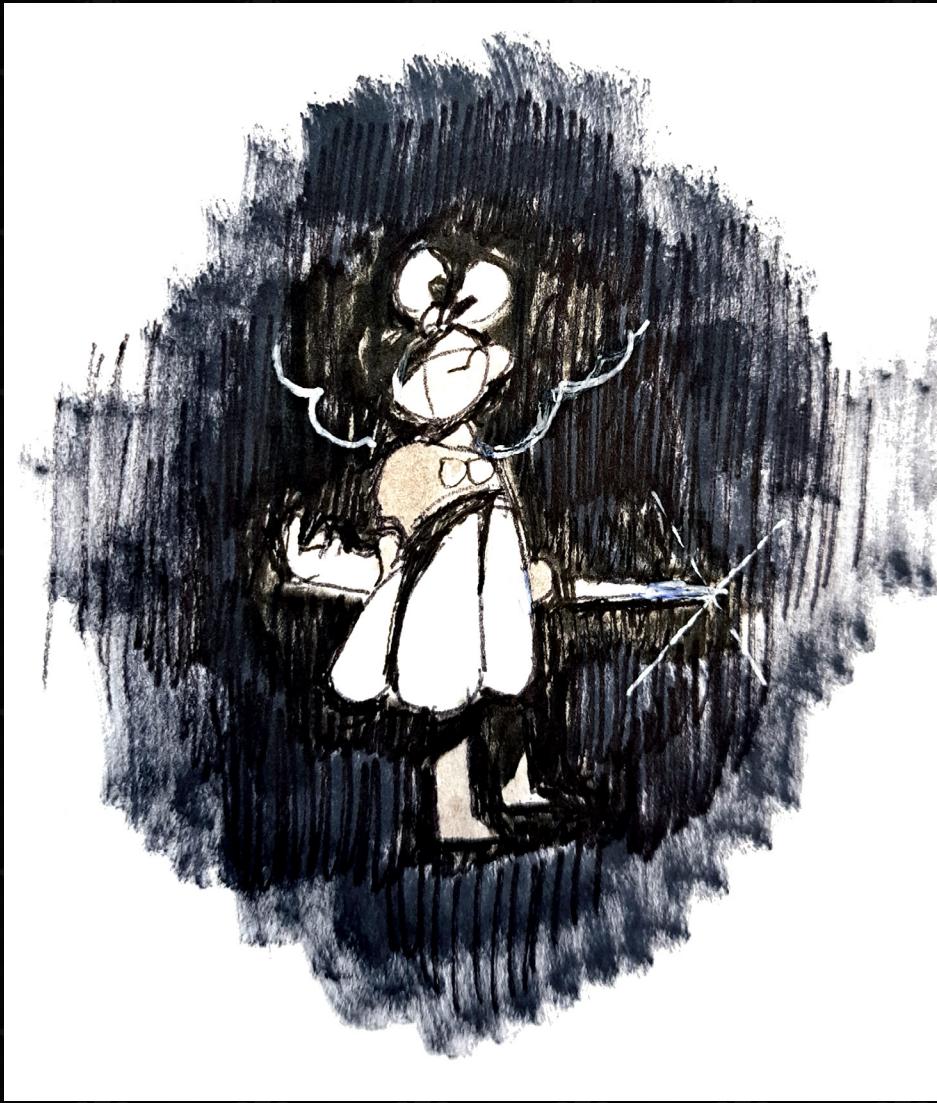


THE HOUSE

As Siffrin walks through the House alone, the House changes, glitches, warps.



The House's layout changes and glitches out during this Act. So of course I had to make myself a map so I could code it. Look at this horror.

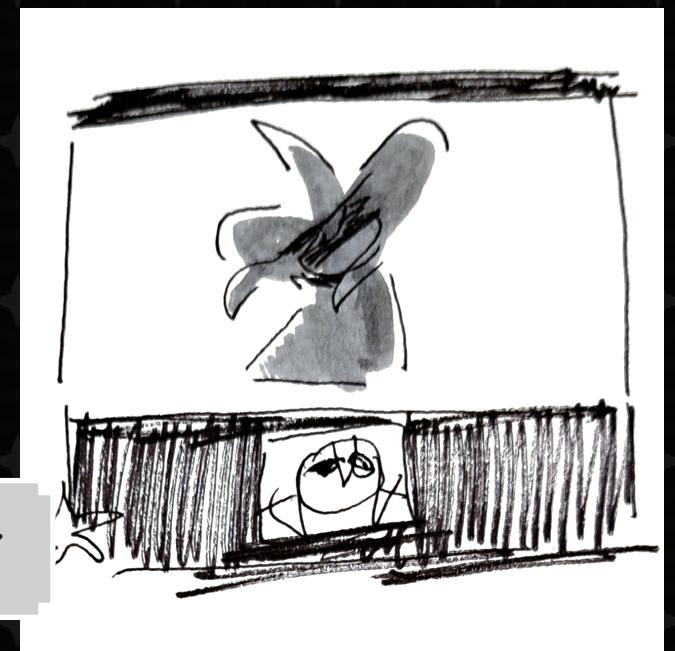
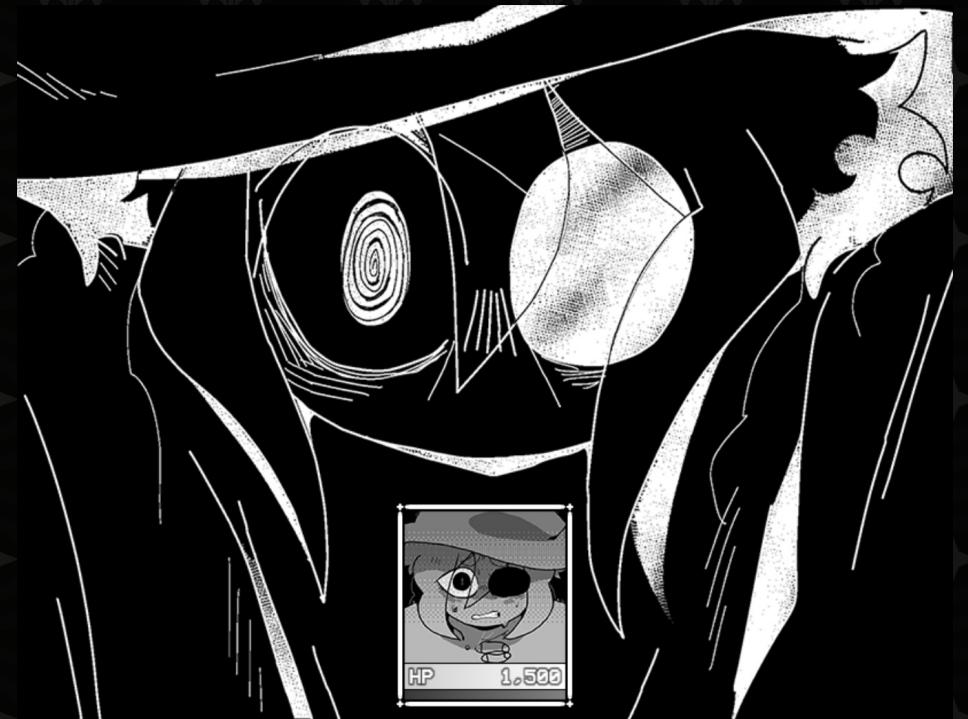
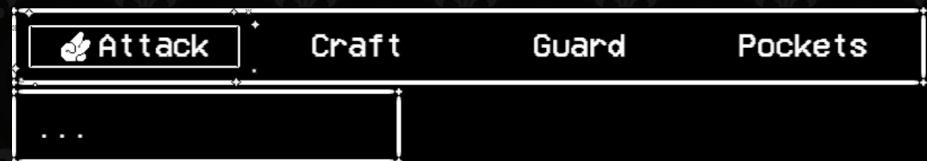


OK this is Actually Cut Content and not just "I had this idea and then immediately said no". Throughout your walk to the King, you would fight versions of Siffrin's friends. The dialogue that would happen during those fights was repurposed into the Mal du Pays fight. "ADRIENNE WHY CUT THOSE OUT" I was burnt out and did not want to draw/code four additional fights. And hey, you got a cooler Mal Du Pays fight out of it!

MAL DU PAYS

After being frozen in time by the King, Siffrin faces themselves.

"Were you inspired by Omori" yes leave me alone



For this early sketch I wrote "is this anything".
It sure is babe.



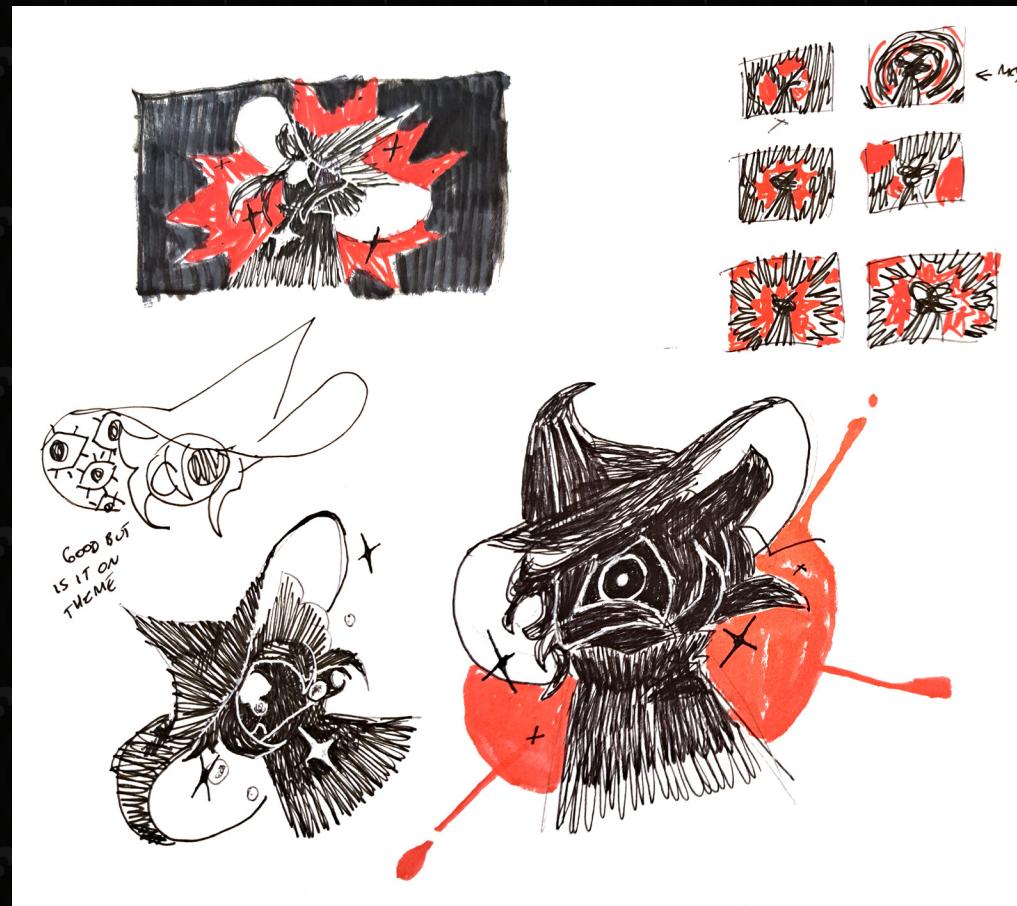
Wet dog Siffrin. This was supposed to be shown in that little stretch between the VS KING battle and the VS FRIENDS battle. But I liked not having any portraits... Siffrin's so out of it he can't even see himself



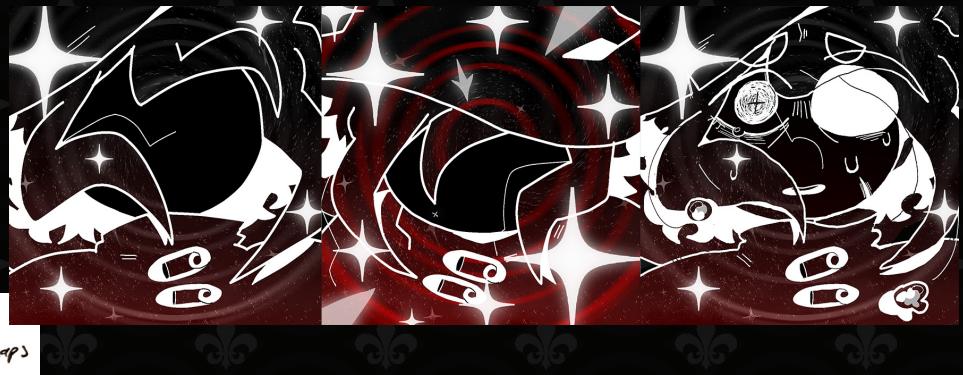
Siffrin's face when everyone saved them... MANIC MODE ACTIVATED

VS FRIENDS

Reunited with his family and driven mad with grief, Siffrin confronts everyone. You can't let them go home.



Adding red was a Must. I ended up going with a simpler design, reminiscent of a black hole, with stars being sucked into their face.



I drew many variations of Final Boss Siffrin over the production of the game, thinking about their design and the background... Until I realized at the last minute that... He would only be seen for one illustration... And the battle would be from his point of view... Oh well...

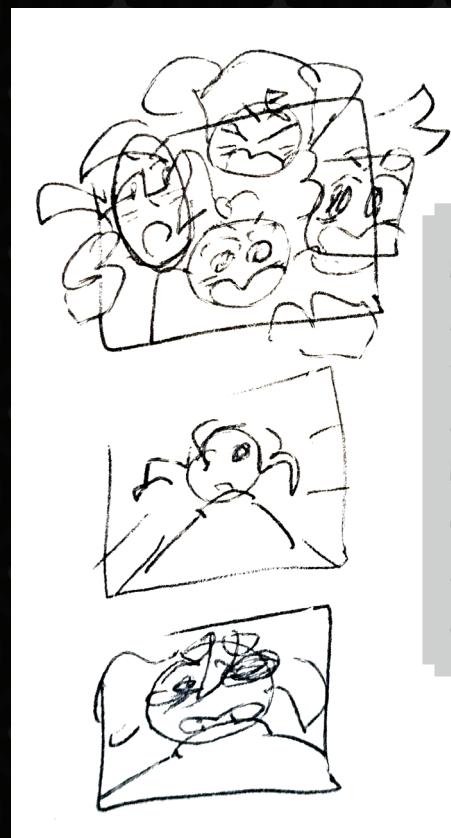


[PREVIOUS PAGE] By the way, Siffrin's third battle face here was supposed to be for the previous fight, when everyone saves Siffrin from the King. But I thought seeing everyone else's faces would be cuter. You don't need to fight anymore.

I drew many Siffrins inspired by theater and commedia dell'arte, but ended up not going through with it since I thought it would kind of come out of nowhere, visually-wise.



The Head Housemaiden was supposed to be here for the start of the battle, but coding her in was a pain, so I scrapped it.

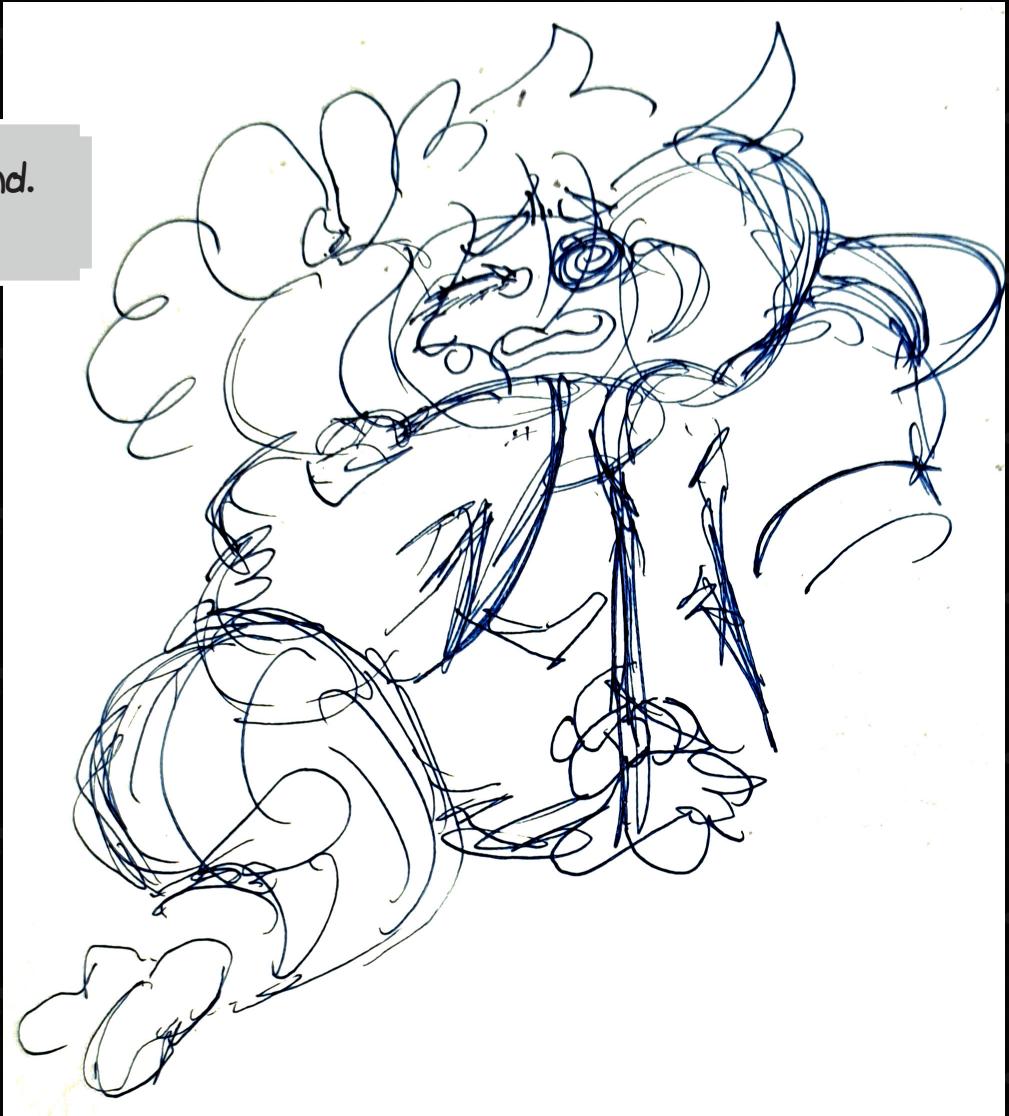


Rough thumbnails for "TELL US YOUR WISH!!!". Did you notice this is one of two instances in the game where something breaks the frame in the whole game. They want to save Siffrin so much they're willing to break comic rules for it!!!

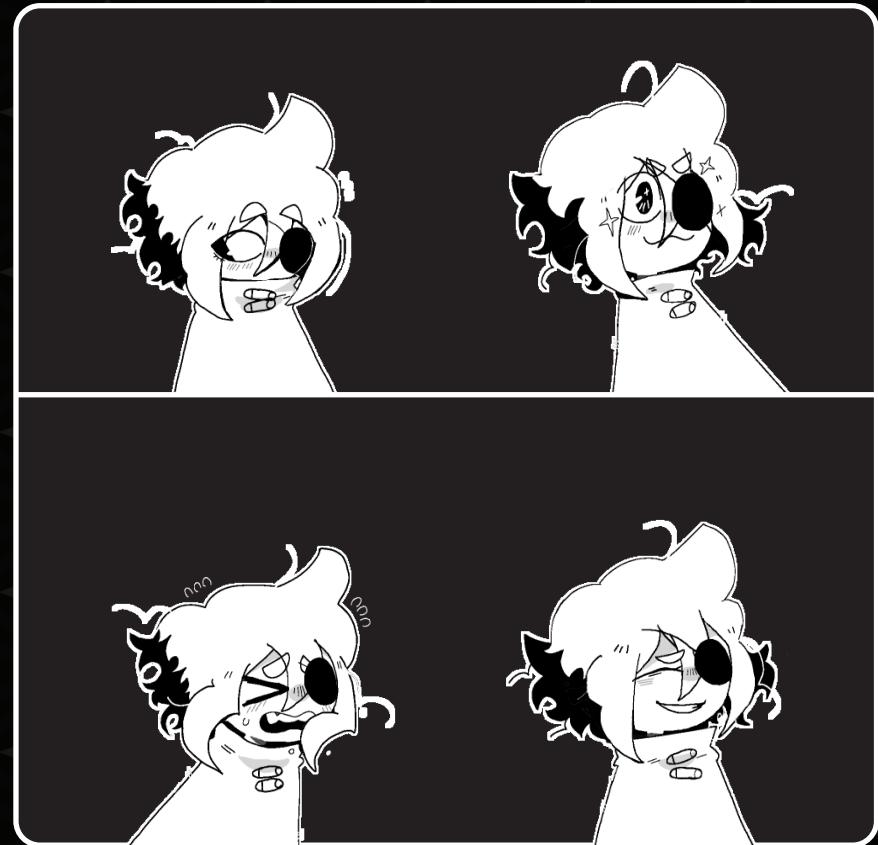
EPILOGUE

After a much needed talk, the party decides to travel together for a little while longer.

Of course a hug and tears was how it was going to end.
I think this sketch is from the prologue era...



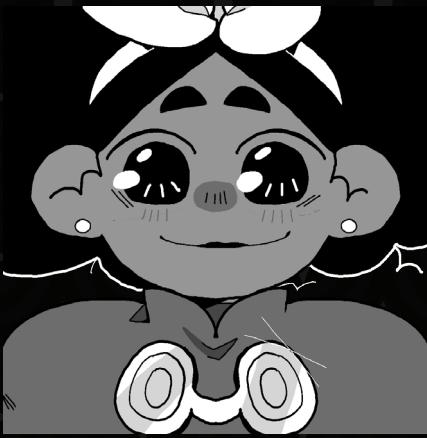
ACT 6 SIFFRIN!!! NO HAT!!! Siffrin never gets the hat back.
Time to stop hiding, Siffrin!!!



It was fun to go back to exaggerated,
fun expressions for Sif.

FRIEND QUESTS

Writing the ending took me a thousand drafts. My first draft was more bitter than sweet- I had everyone be somewhat upset at Siffrin still, Mirabelle especially. Like "OK that sucked. I'm gonna be genuinely mad for a bit. But I love you. But I am mad." Which would be understandable, but it left such a bad feeling in my mouth...!



With Mirabelle feeling this way, it felt like Siffrin might actually continue looping. AND IT FELT SO SAD!!! So I ended up rewriting it as "hey, this sucked, but also the world almost ended and we saved the country and a lot happened, so in the end, you outing me to myself is VERY LOW on my list of priorities. We should debrief soon about that, but I just need a nap and I love you and in the end I understand why That Whole Thing happened. Let's hug!!!!"



I imagine they have a very emotional talk a couple weeks after the game ends, and that's when they truly become Besties 4Ever.

On the other hand, Odile understands why Siffrin said all those things, AND thinks it's genuinely funny and cute. In her head, the stray kitten that followed her around bit her and she had to go to the hospital, yes, but now the kitten is just tearing up, sniffling, and bringing her dead mice as an apology. THAT'S JUST CUTE. I FORGIVE YOU KITTEN.

My god though. I just get emotional thinking about them talking about their countries.



They probably have a friend Quest Redux Electric Boogaloo and would start drinking and yelling "AND IT SUCKS THAT MY OWN PERCEPTION OF MYSELF IS SO LINKED TO MY COUNTRY, AND--" and they would have a grand old time. I imagine that after the game ends, Siffrin and Odile would travel together the longest.



FRIEND QUESTS

Mirabelle has a lot of feelings, Odile thinks it was all very cute, and Bonnie just Doesn't Get It, but at the same time, probably understands Siffrin's looping the best. It's just like school....!!! Siffrin went to school and couldn't even escape during the weekend! THAT MUST'VE SUCKED!!! LET'S MAKE SURE YOU NEVER GO TO SCHOOL AGAIN!!! I love you Bonnie.



I imagine everyone's biggest obstacle in their quest to keep traveling together would be Bonnie's sister, Pétronille. What do you mean you want to travel with my sibling?!?!? They have school!!!!!! (Mirabelle voice) W-well traveling is a great way to gain knowledge!!!!!! (Odile voice, lying) And I have like fifty Masteries on account of being old. (Bonnie voice) And also you always wanted to travel so you're coming too. (Pétronille voice)
HRNRNNNRNRGHRH FINE

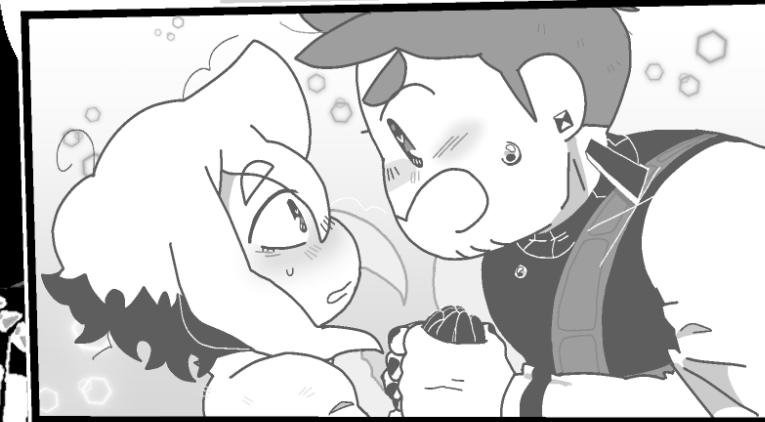


THE CONFESSION!!! FINALLY HAPPENS!!! The whole confession quest was so fun to write. I love running gags that end up making you genuinely angry about it. BUT SEE!!! IT DOES END!!! ISABEAU DOES CONFESS!!! OK listen. I know I made Isabeau confess. I know that depending on your ending, it feels like Siffrin reciprocates.



But my true feelings are that 1. Siffrin genuinely doesn't know if this is romantic love on their end, which is why Isabeau answers the way he does, and 2. if they do get together now, this is 100% gonna end in disaster. Siffrin/Isabeau can only be reciprocated and healthy if Siffrin does at least 3 years of fantasy therapy.

So... Either they get together in 3 years and it's all Gucci, or they get together at the end of the game, decide that Actually This Is Not The Time, break up, don't see each other for years (but they are penpals!), and then meet back by coincidence, realize they're both more stable, and decide to give it a shot, once more...



That's my Vision. Take it or leave it.

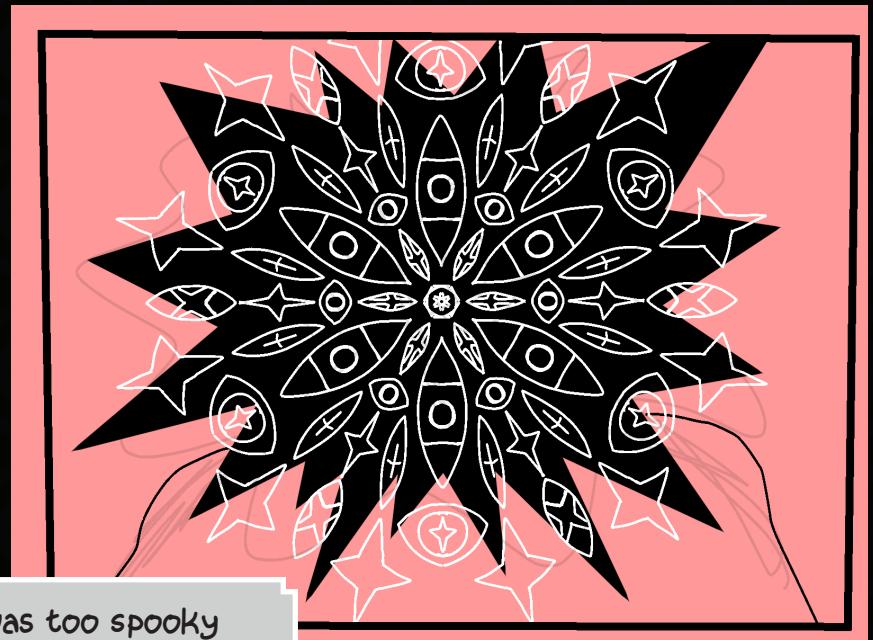
VS LOOP

After Siffrin breaks free of the loops, Loop reveals themselves as a version of Siffrin that failed.



Loop being Siffrin, and more specifically prologue!Siffrin, was something that was planned since the prologue. Did you find the hints? Did you realize? That's why, among other things, they only refer to the party by their title names, like The Housemaiden instead of Mirabelle. They're honestly not hiding the fact that they're Siffrin very well. Or coping very well. TEEHEE!!!

Scrapped defeat screen. It was too spooky and out of nowhere.





For a very long time, I planned to have Loop switch back to looking like Siffrin for this fight. I had a whole scene planned where Loop's little feet would stop moving, and Loop would stand up, and come out from the shadow of the favor Tree... AND IT WAS SIFFRIN THE WHOLE TIME!!!

So yeah. I drew Loop as Siffrin a few times, but since then I've reconsidered and decided Loop will never look like Siffrin again. No Siffrin privileges. It's because I'm mean teehee, but I also think that them looking anything like Siffrin would be them taking a step backwards. Maybe they would get a new human form that looks nothing like Siffrin, or maybe they would just stay as a star being (which I think would be accepted, in Vaugarde! Cool Change, honey!)

END

It's all over when you talk to her.

Ending it with the Head Housemaiden chatting about something inconsequential was very important. It's all over when you talk to her!!! It's not over till the tall lady speaks!!!

Of course, like you've read about earlier, I have my own thoughts about where the story goes after this. But really, the story ends here. The play is over. What happens next is up to Siffrin and the others, and is also up to you, the player. Where do you think they would go next?





THE ONLY SCENE I WISH I ADDED IN THE GAME

Overall, I put everything I wanted to add in the game. However, after the text was locked down so we could send it over to the localization team, I got this idea for a scene. I was listening to Ta ga Tame no Sekai by Akiko Shikata, and this scene just appeared in my brain.

I'm sad I couldn't add it in the game, so here it is now.

(There's a drawing of someone moving their whole body furiously.)

I: Heheh... Reminds me of Siffrin's dancing.

(Huh?!)

>MY dancing?

I: YOUR dancing, yes.

B: Siffrin dances?!

O: Everyone dances, Boniface. People just do it more or less well.

>When did I dance?

M: Ah... Wasn't this before we found Bonnie?

O: It was, yes. We were in this inn, and it was some sort of dance night...

I: People would get on stage and dance!

M: A lot of it was drunk people, and a lot of it was silly...

M: But then this lady got on stage, remember?

(This somewhat rings a bell...)

M: It was interesting because she didn't look very happy. Everyone who got on stage was happy, even those that were embarrassed...

M: But she just got on stage and said something like...

M: "I just have to dance this. If you know this dance, please join me."

M: And she started dancing to this weird music.

B: Weird how?

M: Um... It was very fast, but... It felt frantic? A little?

O: She looked like she was possessed.

M: It was nice to watch, though. And after a bit, a few people did stand up and dance with her.

I: Including Siffrin!

I: You startled in your chair, and then you stood up and joined her.

I: And it was four, five of you, just dancing this weird dance.

M: It was so intense... No one really knew how to react!

M: You all danced the whole song, and then it stopped, and then you all looked at each other for a second, and then you all went back to your seats without saying anything.

I: Remember, now?

(...)

(. . .)

>I genuinely have no memory of this happening.

M: HOW DRUNK WERE YOU?!?!

(How drunk WERE you?!? You don't remember this at all!!!!)

(You have a vague memory of a lady coming on stage, but the dance, and you joining her... Nothing!)

I: This was the only time we saw you dance, too, so this is how you dance in my brain now.

I: Just intense focused drunk dancing.

(Urgh.)

and you danced, and
you danced, and--



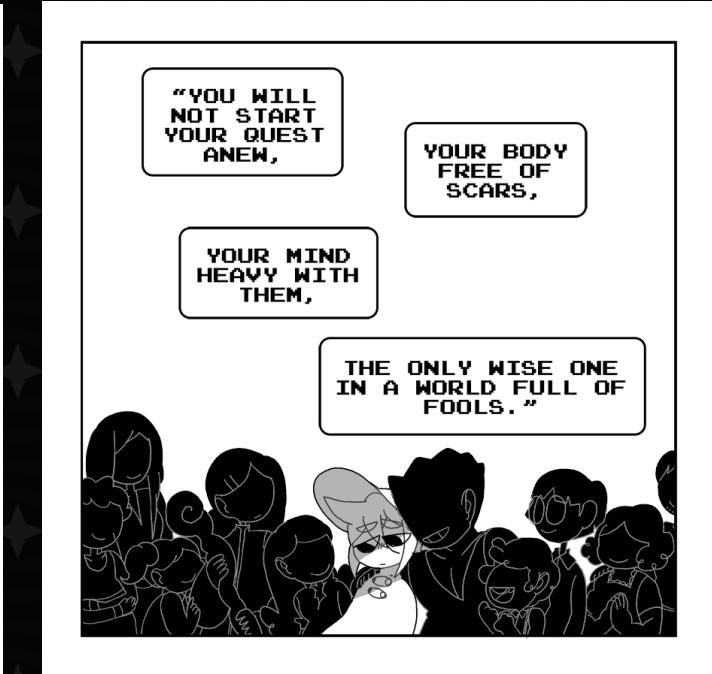
(YOU DON'T REMEMBER THAT)
AT ALL THO???



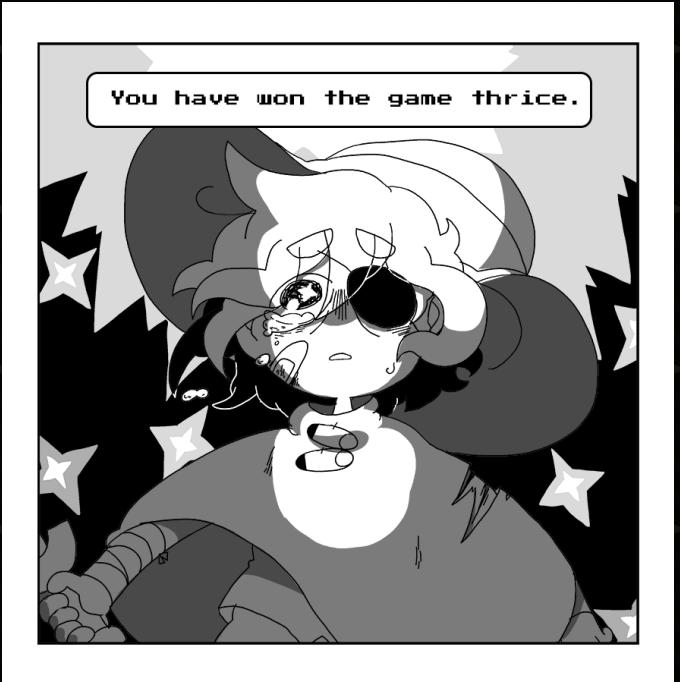
PRE-PRODUCTION



YES > NO (2017)



This was the first comic with Siffrin in it. I ended up reusing a lot of things that appeared here: Siffrin's design, the importance of stars, the eyepatch at the end of their adventure. You can also see who would end up becoming the party in the third panel- on Siffrin's screen left are Odile (with the staff) and Mirabelle, and on Siffrin's screen right are Isabeau and Bonnie. Of course, at the time, I just drew a bunch of random RPG archetypes

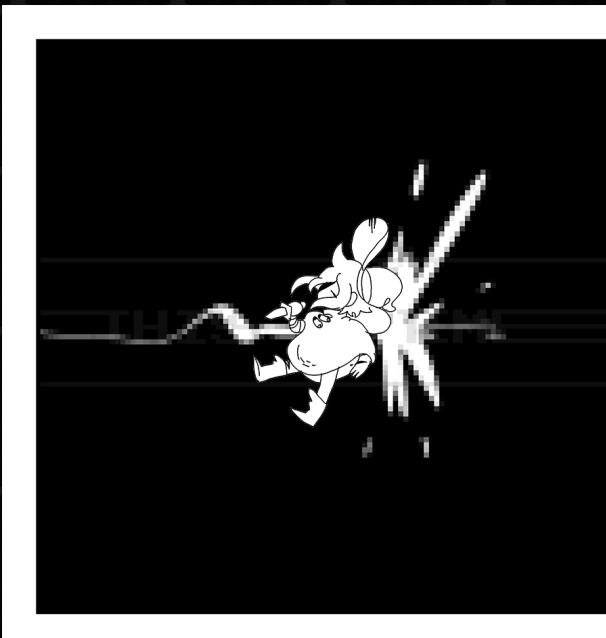
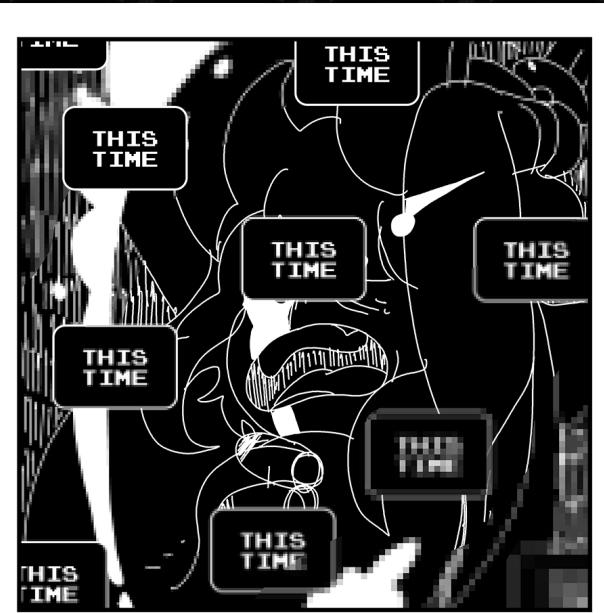
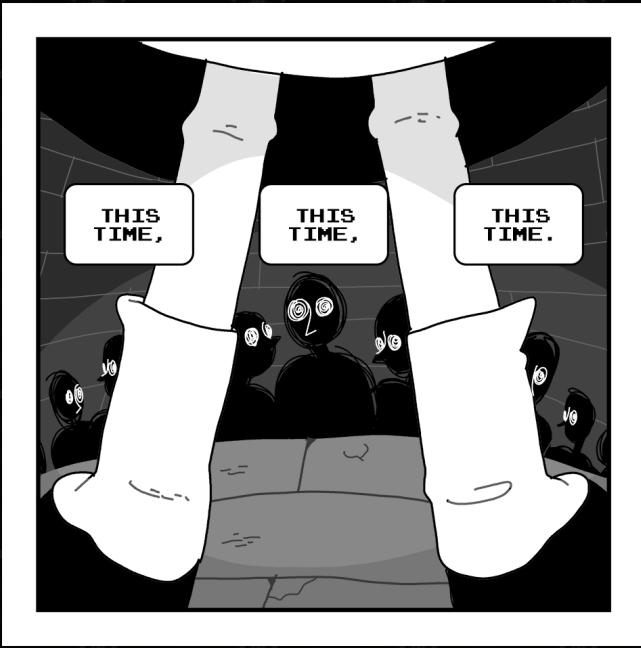


I was reading a lot of time-travel fix-it fanfiction at the time.

NEXT TIME (2018)



The second comic, almost an entire year later. What can I say, this was a fun concept to go back to. You can see the first appearance of the meadow, and of a castle Siffrin has to try to climb over and over again. Where is their party, you ask? I dunno. I didn't think about their story farther than this.

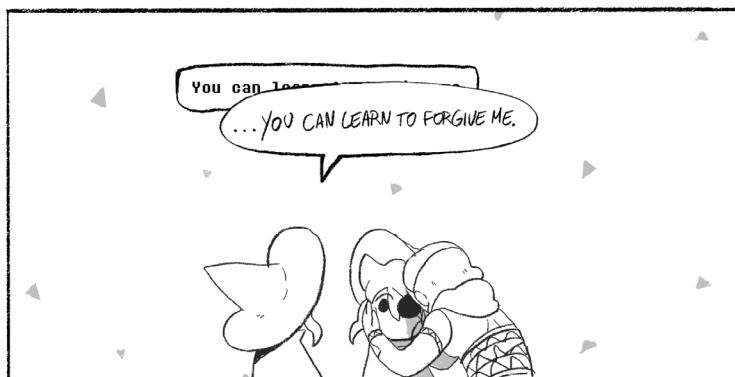


NEW GAME+ (2020)



This is the first appearance of the Head Housemaidens. When I released the prologue, I saw a couple people wonder if she would ever appear, since she's not seen in that game. I hope long time fans felt their heart skip a beat when she appeared in ISAT.

I ended up reusing a few of those panels for the end of Act 4. You might think this was also for long time fans, as a little Easter egg, but really this was for Me.



I loved drawing this one. It just raises so many questions! Who is that woman? Why does this fella have to loop even though they completed their journey? Who is this copy of themselves, and why do they not have an eyepatch? I DUNNO!!! I'M JUST RIFFING OVER HERE!!! I LOVE IT!!!

I'm actually shocked this comic was written in 2020. Three months later, Canada went into lockdown, and seven months later, I would start production on the prologue...

THE VERY FIRST DRAFT

written in July 2020. THE FIRST IDEA! kept the typos for funsies

START AGAIN START AGAIN START AGAIN

FIRST RUN [ACT 1]

WAKE UP

- you wake up in the middle of a field, team member [Mirabelle] comes to u like hey. you respawn there every time
- starts with character waking up like "are you really this sleepy before the end of the world?"

TOWN TIME/EXPLORE TIME

- Let em loose. Talk to npcs, explore the town.
- Go get your teammates from all over the town. Priest [Mirabelle] waits at the inn, teacher [Odile] at the shop (for books), kid [Bonnie] around, brawler [Isabeau] at tree

- So when u restart girl is here and shes like "we'll be at the inn/ill be at the inn (everyone else is outside)- let us know when you wanna go to the dungeon!" and later runs u can say "lets go right now"

- Maybe you go to the inn and you have a scene with ur party members, what brought u here, etc. Sleep before dungeon time. You can say "nah im gonna go to bed" later

- It's the last meal before final boss! Fella, I know how much you hate talking, so I wont ask you to make a toast ;)>yeah pass >I'll make a toast! Oh??? (Poof anim) (you get something from your pocket and present it to everyone. Its a piece of toast with the words "let's do this!!!" On it) Maybe goes to actual toast from mc lookin dude [Isabeau] [also: MC stands for Main Character. I'll use "mc" later to refer to Siffrin because while mc lookin dude LOOKS like a main character, mc IS the main character. Stay with me and my beautiful mind]

GAMEOVER

- Screen immediately glitches out and youre back at the start

DUNGEON TIME

- tutorial at the start: explained bc girl is stressing out
- "Hero [Siffrin]!!! d-do you, do you know how to fight???"
- >humor her...
- explain supports too. its just a buff, and someone on support can rest and regain hp/mp. fuck i gotta code that

DUNGEON MAP/GAMEPLAY

- Dungeon is an actual maze. Idk how to do mazes
- you get the eyepatch in the middle of the dungeon, every time. boss' final attack? yeah
- Have fun banter somehow. Every time you get a lil farther? Have stairs maybe
- Dungeon has puzzles (quizzes) that stop u and it takes a while the first time but later times its easy as pie

FINAL BOSS TIME

- Has a final big attack that will probably kill ur party members
- Maybe final boss [King] has a OHKO attack after a certain number of turns?
- Permadeath during final boss

VICTORY

- You win the final boss. You go to the end castle alone. The lady [Head Housemaiden] talks to you. The world loops
- You can skip this sequence by zoning out
- Glitches out as you walk, until talking to lady is super glitchy. Things go Wrong.
- You respawn in the field. First time have a little cutscene of the character like ???????? what happen

SECOND RUN [Act 2-3]

ZONING OUT

- second time thru get a skip dialogue button (wont skip unread stuff) "tune out"
- after one convo thats exactly the same, game goes "this convo was the same... you can now "tune out""
- Loop 5+ the members mention "hey feels like you aren't listening to us lately". impacts the ending

FINAL BOSS

- You can go to third run if you manage to win with all party members alive
- final boss' OHKO attack can be blocked and has a one turn prep

CHANGES

- Shortcuts start appearing every few runs
- There's statues everywhere and some teleport u to higher floors. Theres a lot of them. after certain loops an event happens like "hey is it me... or does this statue look weird?"
- "Fella [Siffrin]? You've been looking at this statue very intently... is something wrong? ...ah! there's a switch behind it..." (switch, door to higher floor opens up) "dang! good job you two!"

THIRD RUN [Friend Quests]

- characters are like you look sad come talk to us! "no im good. how are you"
- girl is like "let us know when u wanna go into the dungeo-woah. you look super exhausted! is something wrong?"

QUESTS

LOVE TRIANGLE [MARIBELLE]

- [tl;dr priest and guy and a 2nd girl figure out things. ends in lesbianism. ends in ot3 in the true ending when you're not helping them.] ironic considering what Mirabelle's quest ended up being

KID [BONNIE]

- the kid of the group feels useless and you have to prove they're not-maybe first run you happen to find a battle you can't win in a certain spot and kid saves you, next runs you just go there and they're like "did you... did you know"

- make it very clear the battle is what made them grow

TEACHER [BONNIE]

- fetch quest that's insanely long

- Quest goes you gotta go to a few diff places for it, so first run > find out the quest exists somehow, do it perfectly. second run ppl will probably go to the final place directly > distrust

MC LOOKIN DUDE [ISABEAU]

- smg simple and dumb.

- "you seem busy dude! take your time my problems can wait have fun" make the player be AFRAID and then mc dude is just like "lol can we just watch the stars"

VICTORY

- do them all in one run to get to the fourth run

FOURTH RUN [UNTRUST QUESTS]

If you mess up the quests, you get their untrust end

LOVE TRIANGLE

- [you pretty much tell the girl that she's a lesbian before she realizes]

Dialogue:

- "you're weird. like you've been acting weird! for a while already! how do you know these things?

> it's fine > it doesn't matter

- "... so you wont trust me with this? so you wont tell me. fine. fine! ...im going back. let me know when you're ready to go."

TEACHER

- Find the fetch quest item super early

Dialogue:

- "how did you know that was there???"

> i just knew.

- "yeah but this thing... was in such a specific place"

> i like to explore

- ".../ if thats the case.../why do you look so fidgetty?/ ... / ...mc, whats wrong? you're shaking...."

> nothing > i'm fine

-..."

KID

- (mc gets hurt)

- "i did it... i beat it... .../ mc, did you... did you know this would happen?!!! you did, you knew!!! you knew you would get hurt!!! that's why you (details)! whats wrong with you?! my character development isn't a checkpoint you have to hit!!! i-i won't grow as a person like this!!!"

MC LOOKIN DUDE (cont.)

- "i dunno, mc!!! youve been weird lately! shaking and tuning out and you keep looking over your shoulder, and when you look at us its like we're not even there!!!"

> JUST LEAVE ME ALONE!"

- (surprised and hurt) ".../...get a fucking hold of yourself, dude." (dips)"

if you mess up a quest the party members are less effective. if you mess them all up you go to...

MC LOOKIN DUDE

- you gotta be able to mess his up too... or maybe not since hes gonna be last anyway?

- MAYBE HE VERY EARNESTLY ASKS IF YOURE OKAY AND MC TUNES OUT AUTOMATICALLY AAAAAA

Dialogue:

- "mc!!! ...they were right, something IS wrong with you!"

> what are they saying

FINAL RUN [ACT 5]

- oh fuck theyre leaving. oh fuck theyre all leaving the inn. theyre talking ok mc is going alone.
- Party talking to each other like "alright something is WRONG" mc only listens until smg like "i dont... i dont know if i can trust mc anymore" and they dip, but the characters then actually talk about whats wrong and figure it out
- MAYBE true end the final boss is beaten/eaten/transforms into representation of mc's psyche
- fight is normal until it glitches and mc sees themselves instead. battle is actually hard and tuned to your level now. boss says things and at the end does a super attack and>>>
- final battle true end is just dialogue while everyone attacks. you dont need to do anything
- "you dont need to fight anymore! we got you!!!"
- "geez, you should trust us a little more! ...but, the fact that you didnt, its probably because we kept relying on you so much, wasnt it?"

- "we dont want you to go through this alone anymore!!!!!"

- get a scene where the mc is waiting for the loop during the true ending, and waits for the loop... and it doesnt happen and their sprite smiles and everyones happy!

OTHER POSSIBLE ENDINGS

- can sleep in the inn. you can wake up during the night and you can actually go alone. at the end everyone goes "this feels weird being praised when i didnt do anything... /..."



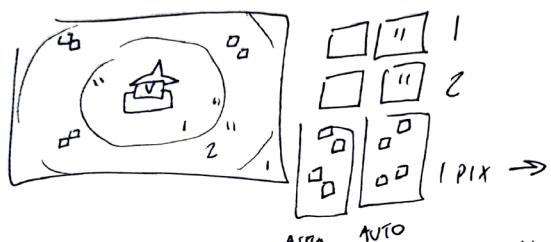
JUST START AGAIN

START AGAIN: A PROLOGUE ERA

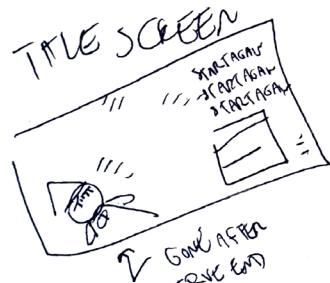
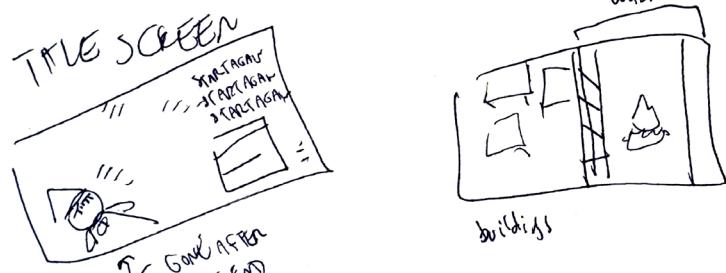
START AGAIN START AGAIN START AGAIN



MEDIAN



AUTO AUTO



FELA ATTACKS:
PUN. They leave
normal attacks (dm
(Gallows Walk))

BEST
396 x 376

18 x 48



feet flush with

When I decided to make a game, I just filled a couple pages with all my ideas. Here they are with no further commentary. Good luck reading my handwriting.

XP 600 n/a
MK



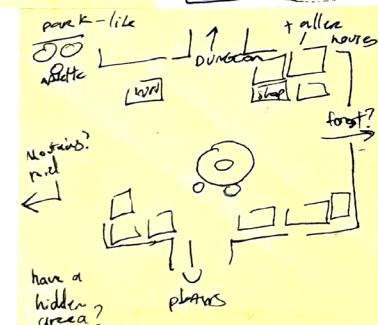
they go up/down
can talk w/
look at
during battle
fade in/out



"are you going
to bed? ok!
goodnight!!!
dont sleep in upstairs"

for exits
add above
all directions

|| for all around



no doors?

hidden areas?



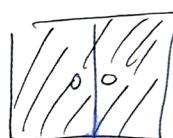
TREE FOR MEDIAN

stairs in
top down
static

before final boss

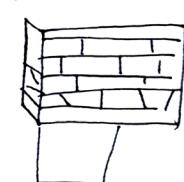
after a certain point
just go Klaklak and
so to next room

9 SQUARES
REVERSE BUT
WHITE



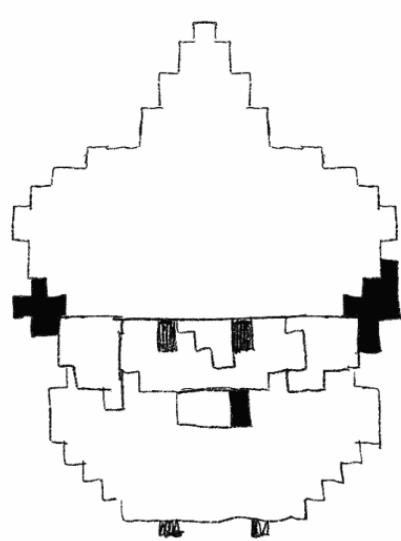
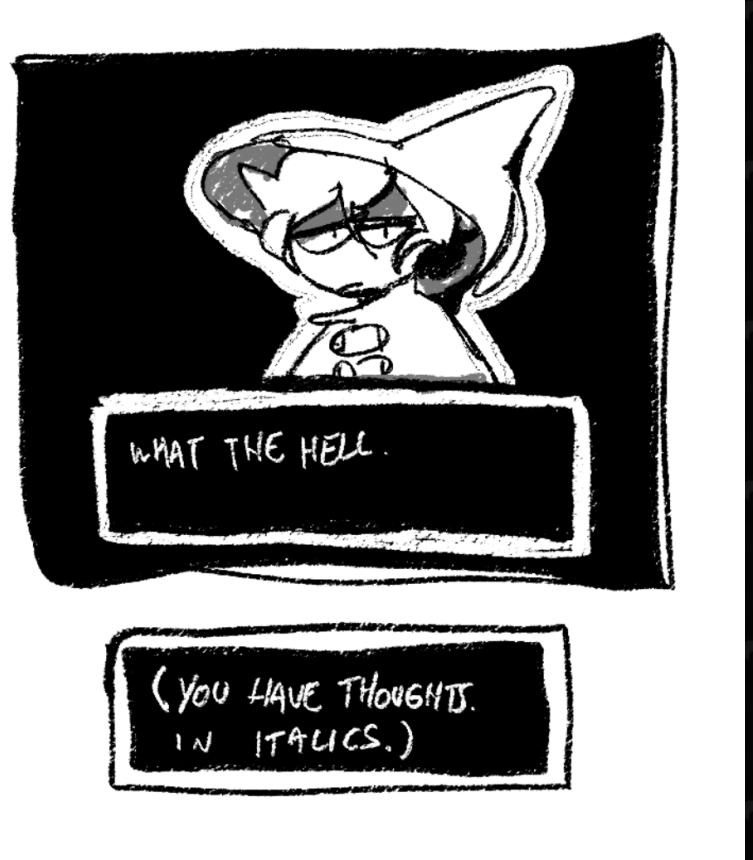
cool doors

adds on





INERTDISES



Some concept art of what Siffrin's sprite and the game's UI would look like, and a cool Siffrin.

PARTY CONCEPT ART

The party's concept art! The top one is the first time I've drawn them. As you can see, they didn't change much, since I had somewhat of an idea of what their sprites would look like, but translating them to a full body was a challenge. I also present white skinned!Bonnie to you, which exists literally only in this concept art because I immediately realized "damn that's a lot of pale people".



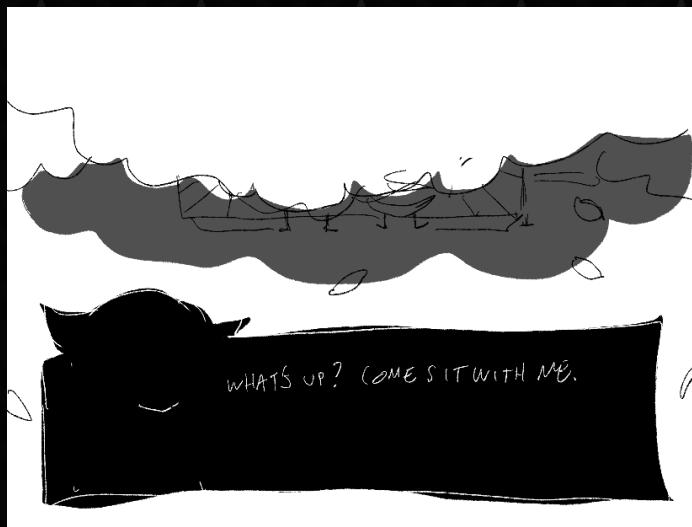
By the way, I designed all the characters simply on purpose because I was very inspired by all the fanart people did of the Undertale main character. It's a very simple design, so everyone went wild drawing their own interpretations, and I wanted something similar to happen. But in the end people kept asking me for more detail on the character designs anyway... I have failed...



Finally, spoilery Loop concept art. I knew immediately that Loop was Siffrin, but that it was a Secret, so I tried to find ways to allude to that somehow... Hiding their face with the UI, making them just a shadow, or giving them a mask... I drew this Siffrin!Loop for funsies, but damn, self. She/her Loop is an incredible idea.



Loop using
SHE/HER...



PROMOTIONAL ART

Making a game isn't only Making A Game... It's also a lot of preparing assets and key arts to promote the game. Have some WIPs of various promotional materials.

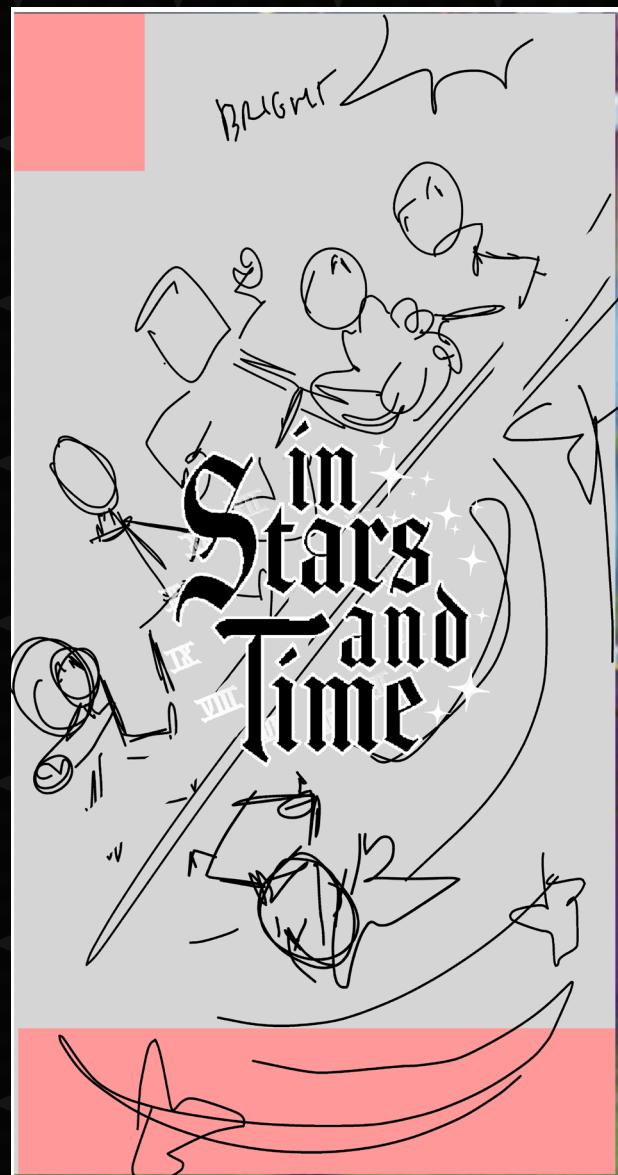
[NEXT PAGE] Some rough ideas for the physical version. I drew the first two forever ago, before making a physical edition was even a done deal. I love the classic RPG vibes of that second one a lot, but I didn't feel confident about pulling it off.



START AGAIN
START AGAIN
START AGAIN

Start
Start Again
Options





HOW TO DRAW

Some instructions on how to draw everyone, given to Mimi Chiu so they could animate the announcement trailer!



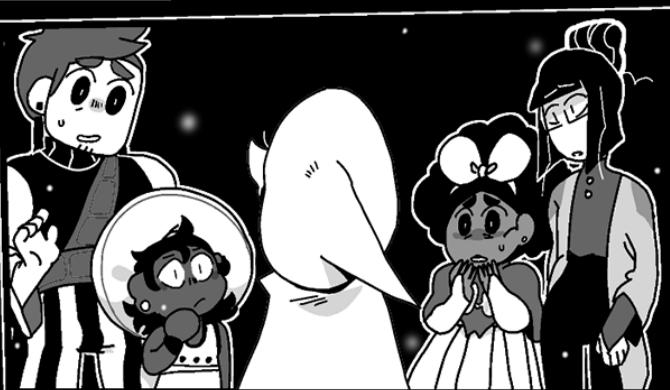
relative sizes:

bonnie's hat comes to sif's eyes
mira and sif same size (sif slightly shorter-
the heels do a lot of work)
mira comes to isa's shoulder
odile slightly shorter than isa

ALWAYS PURE BLACK/WHITE/GREYS.
NOT A DROP OF SATURATION IN THERE

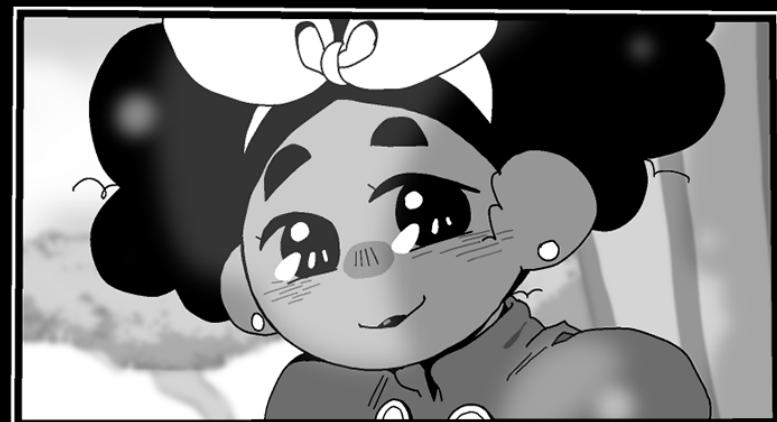
use a non aliased, simple pixel brush
(think ms paint brush)

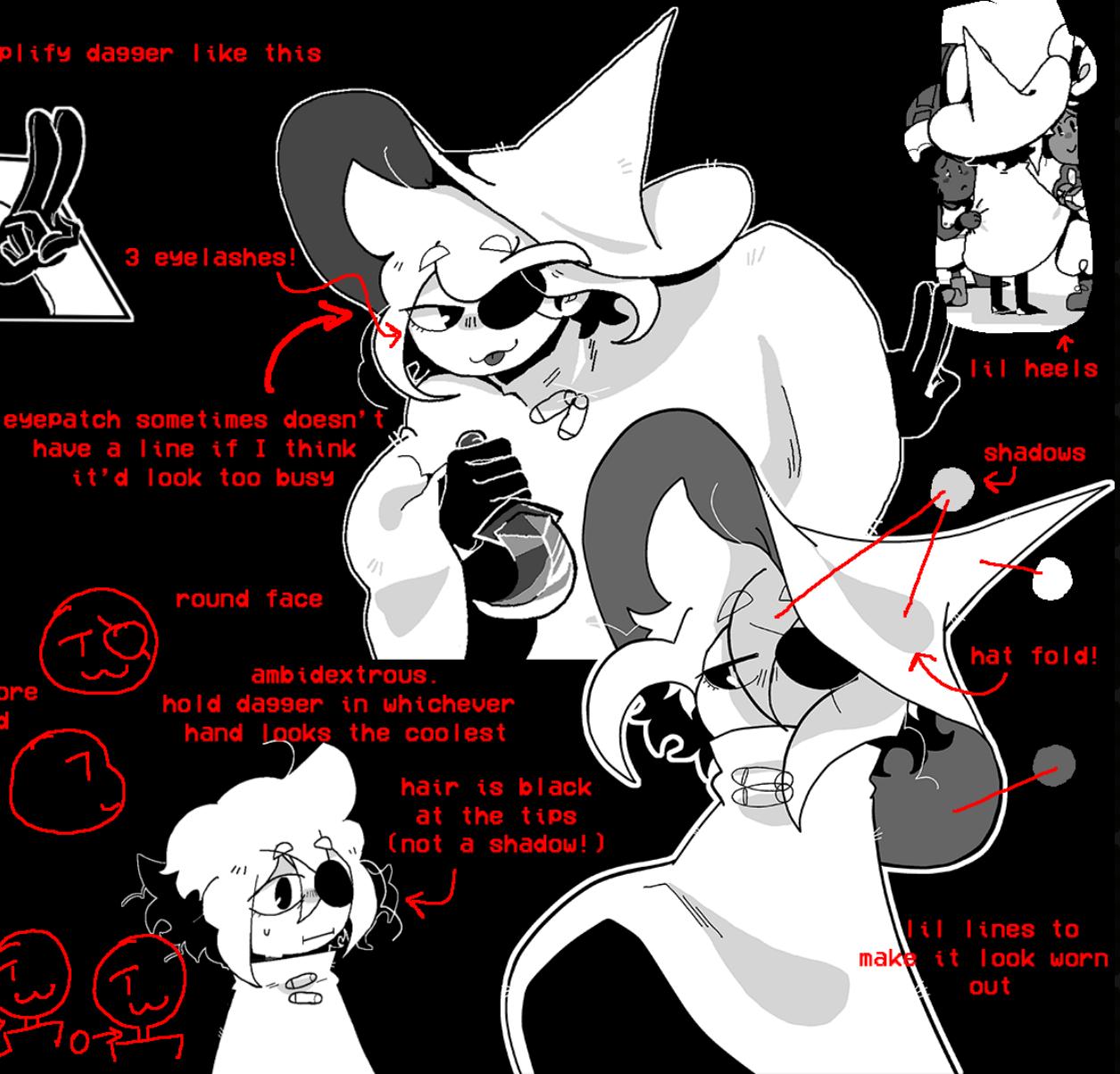
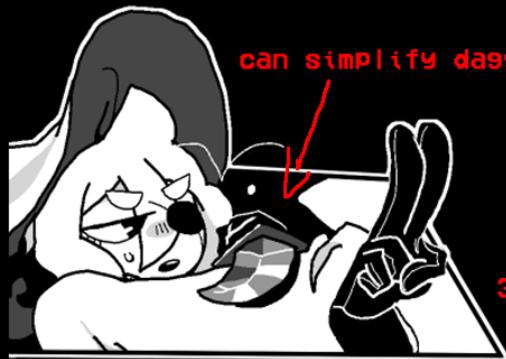
if bg is too dark, outline everyone in white



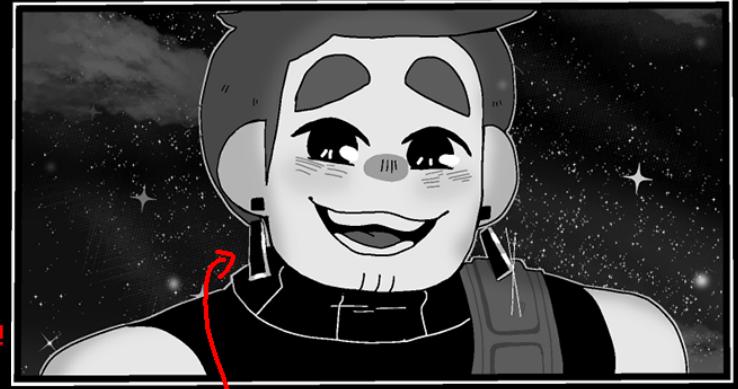
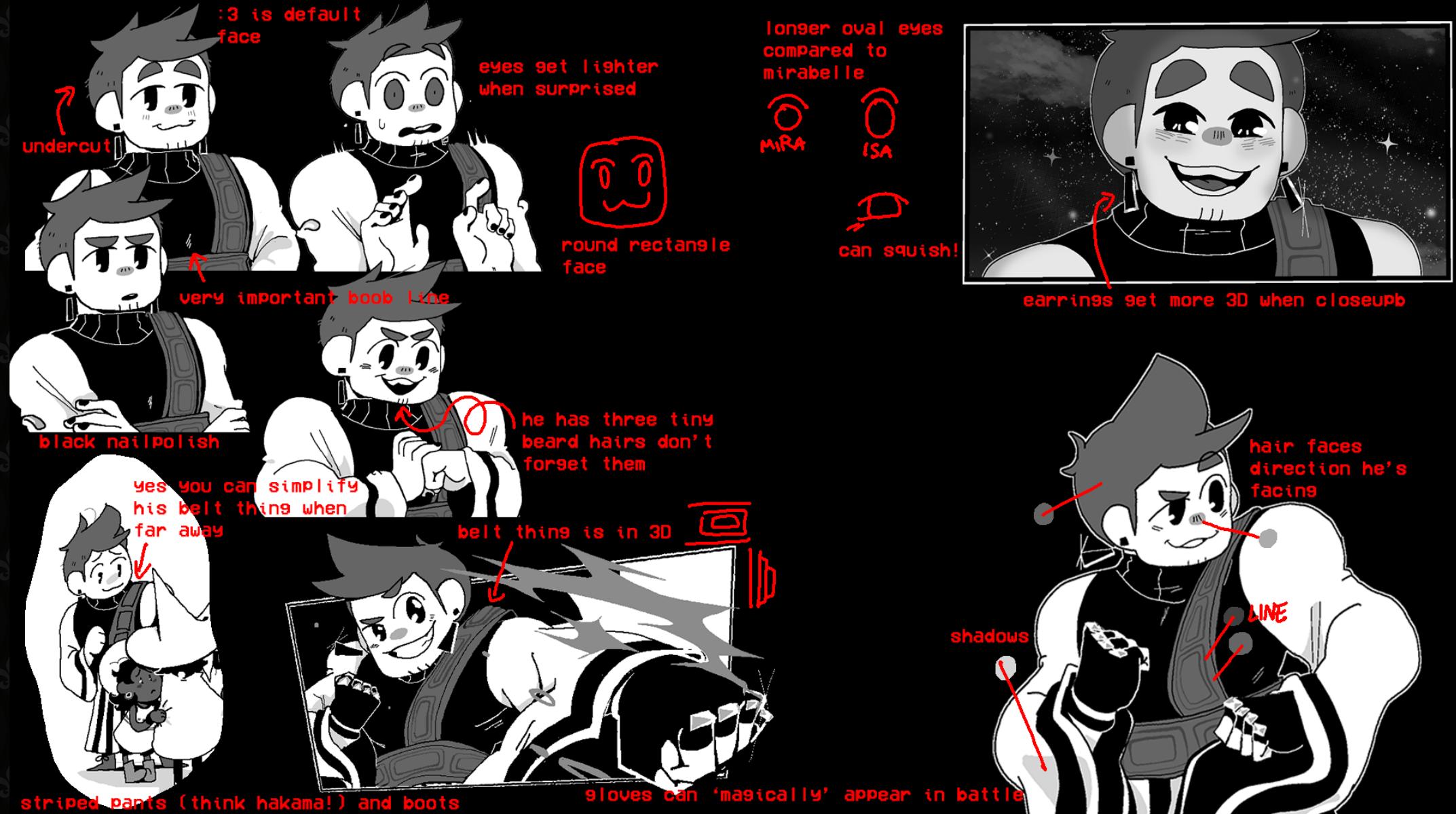
white dots blurred a bunch used sometimes.
to make bg look less empty- always used inside
the House

very little overlays/textures- 90% of the time
it's flat colors (unless it's a shoujo moment (tm))



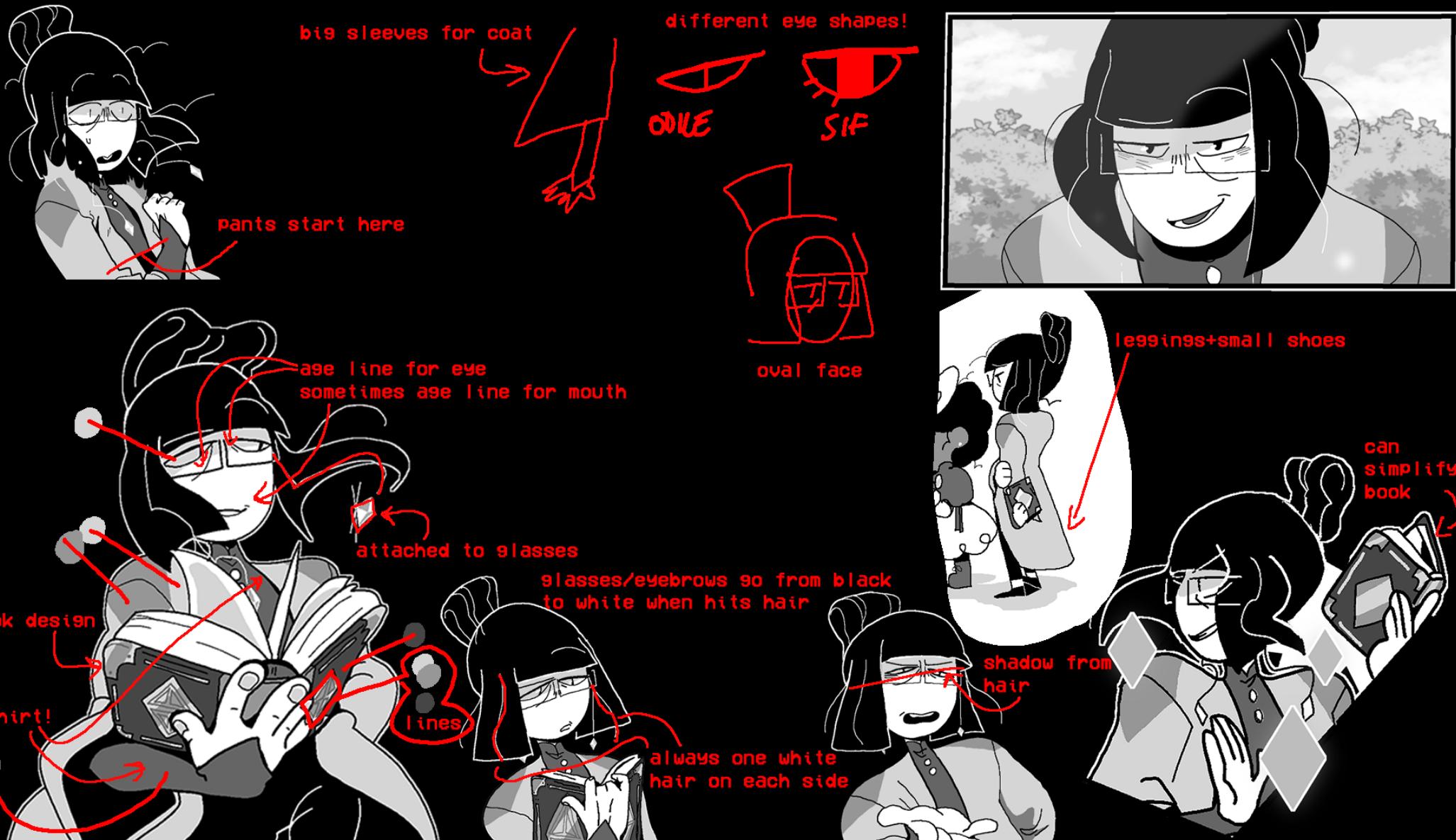


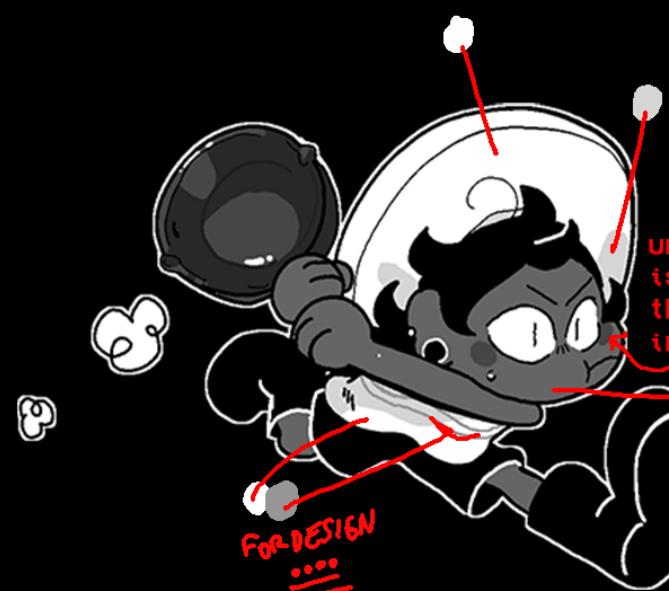




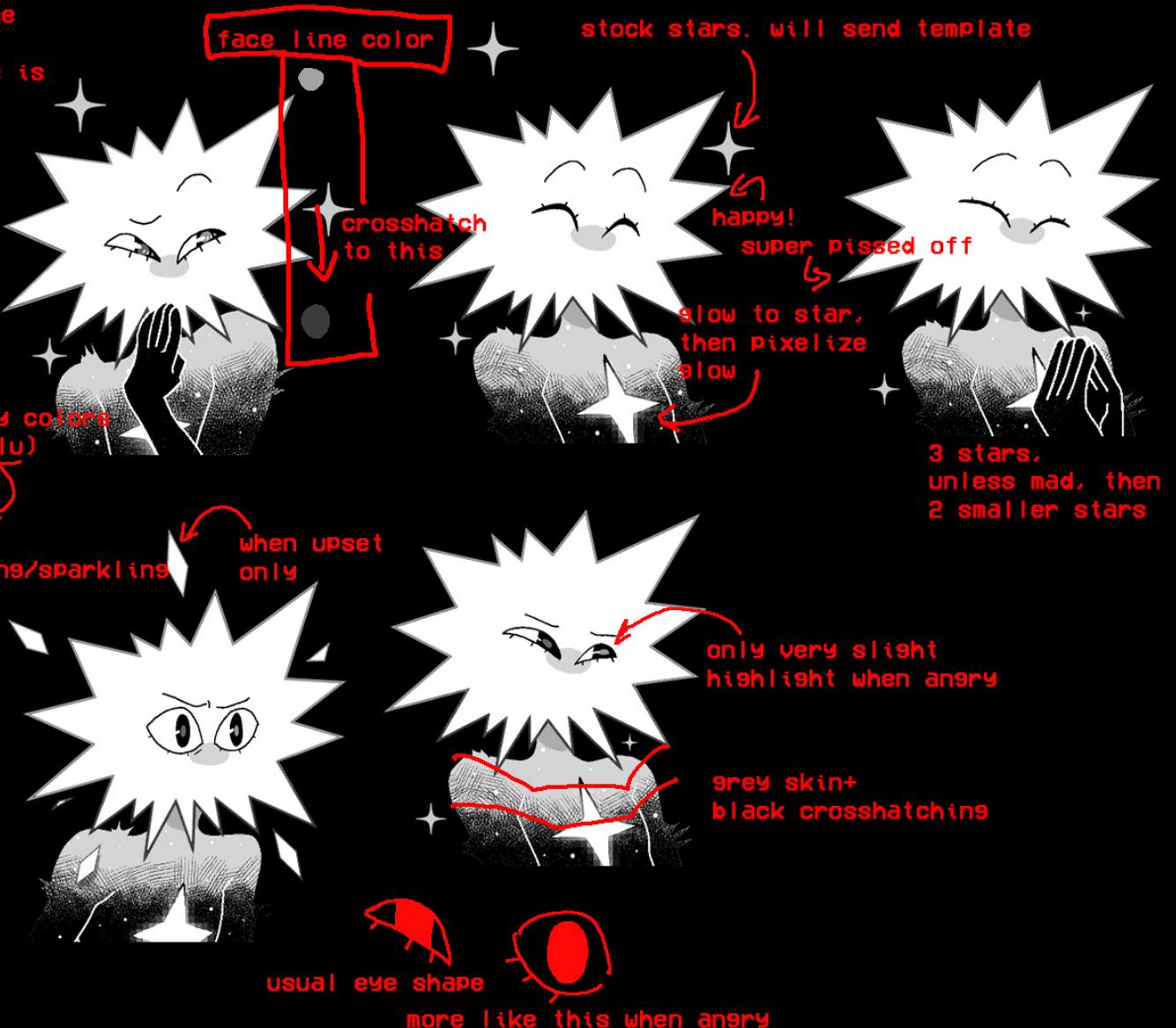
earrings get more 3D when closeupp

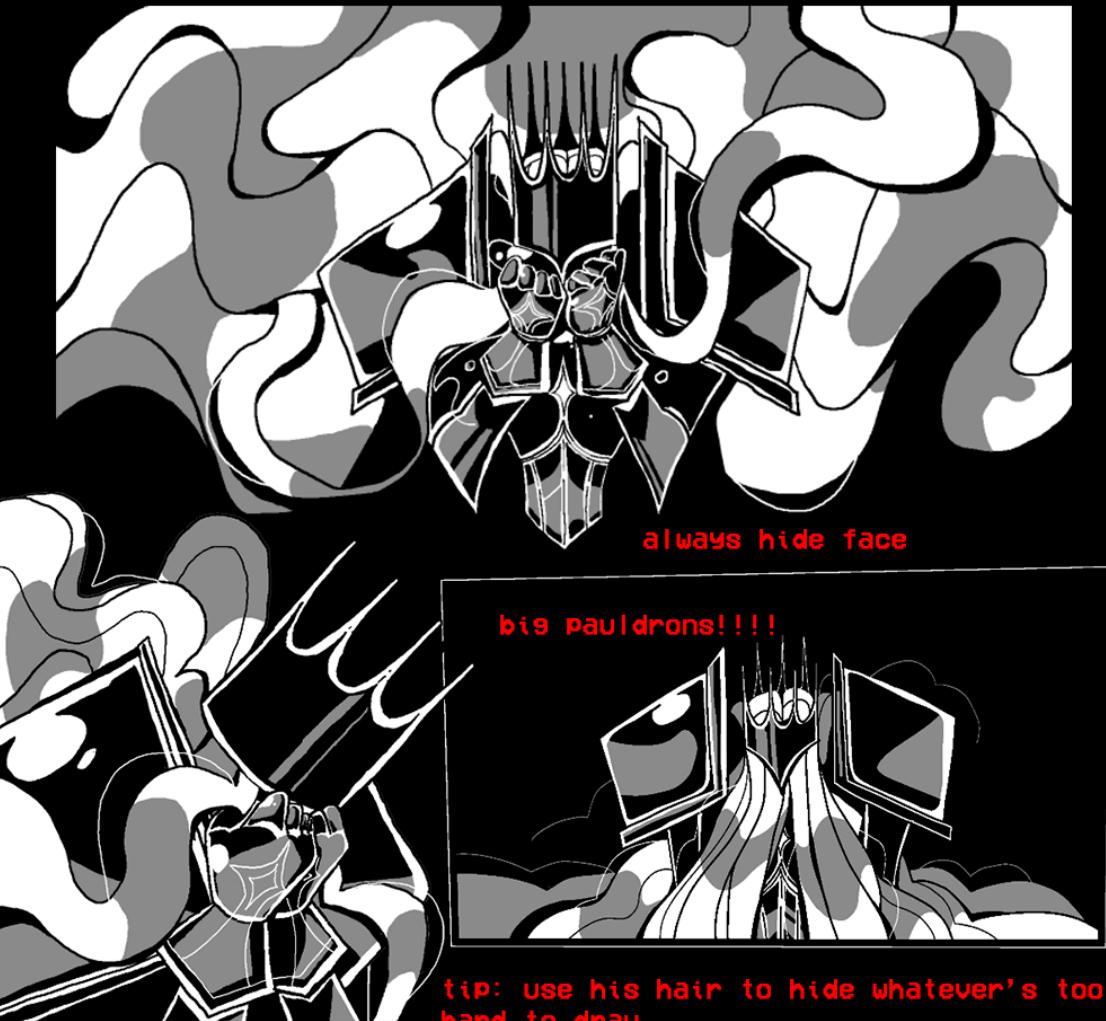
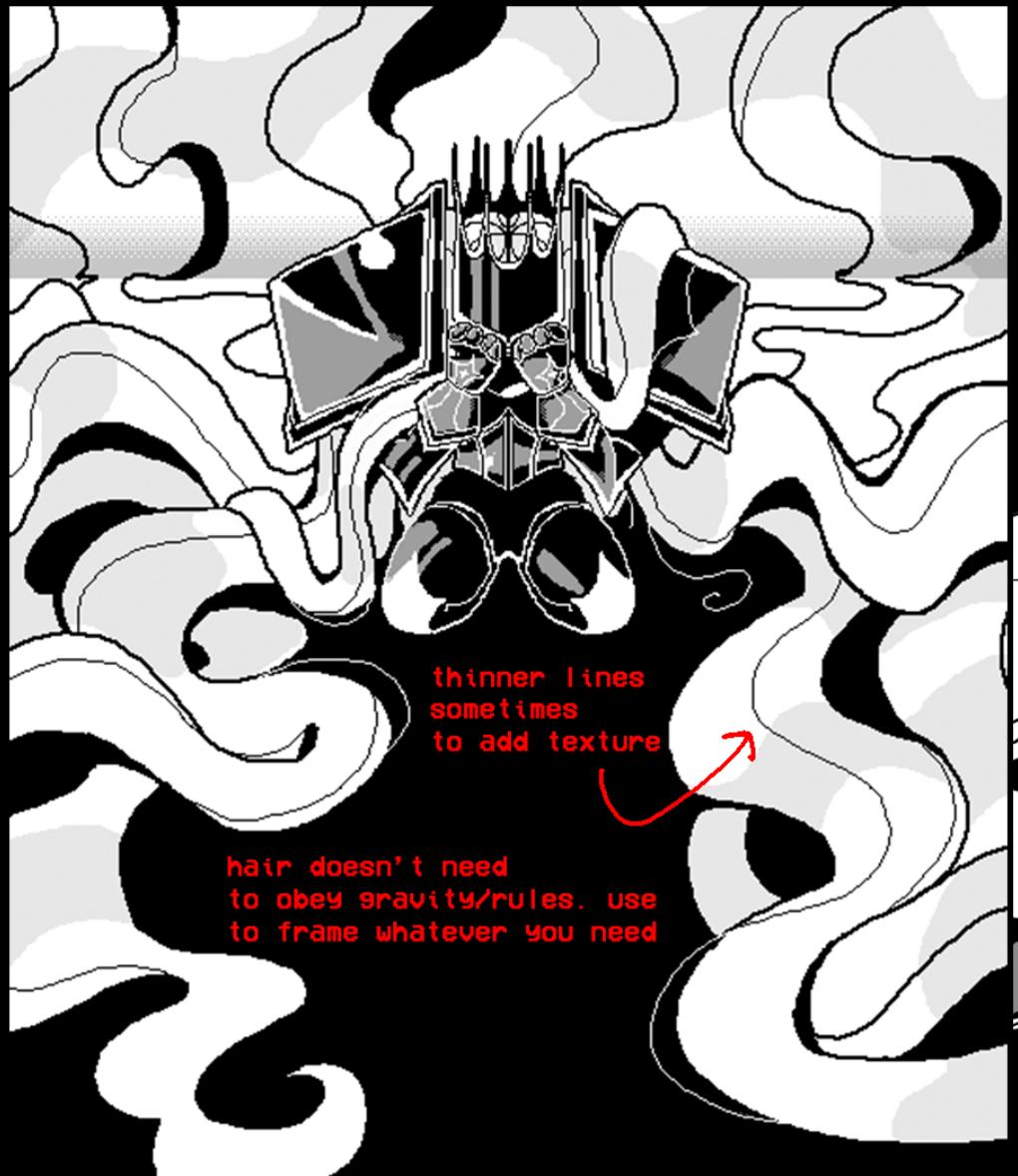






i just reuse the same face shape every time
because i cannot replicate it.
same general shape whatever the face angle is





THE SIF SITUATION



More tutorials on how to draw things.





SKETCHES AND MEMES

SKETCHES AND MEMES

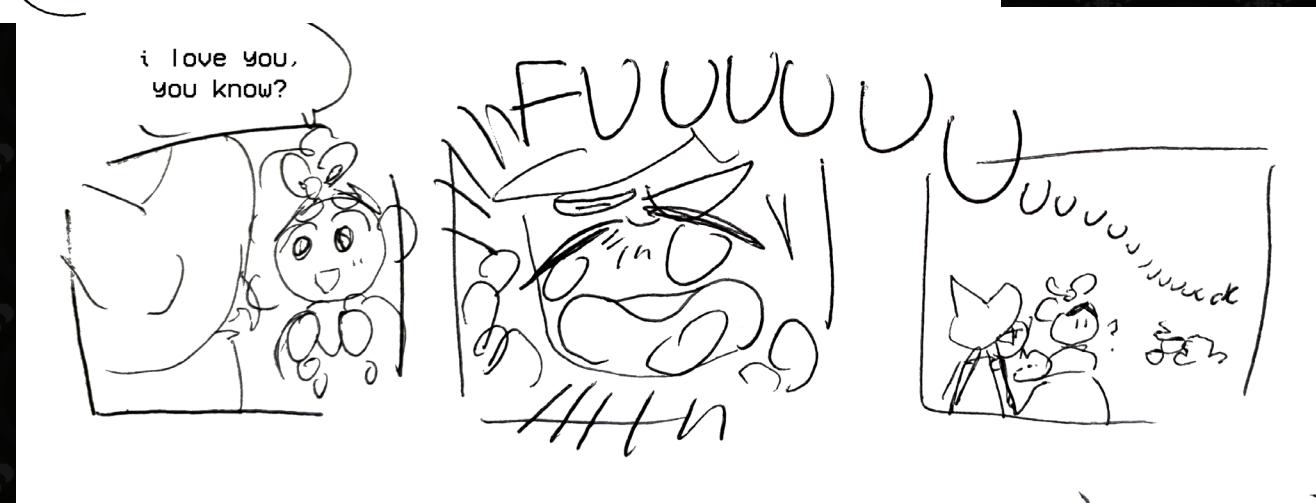


The Siffrin/Isabeau corner. Nowadays, I'm more of a Siffrin/Loop truther, but what can you do, those were all drawn before I started really defining Siffrin and Loop's relationship. "Adrienne stop talking about Siffrin/Loop on the Siffrin/Isabeau page" IT'S MY ARTBOOK I DO WHAT I WANT I DON'T EVEN HAVE SIFFRIN/LOOP SHIP ART IN THERE





This is what Isabeau sees every time they're about to touch Siffrin's shoulder. Can you blame him for taking a step back



More Isabeau/Siffrin. I'm feeding the shippers way too well. You're welcome.





I'm actually stunned I drew Isabeau so much. Besides Siffrin, I probably doodled Isabeau the most. WHY? HOW? HUH? SLEEPER HIT. DARK HORSE

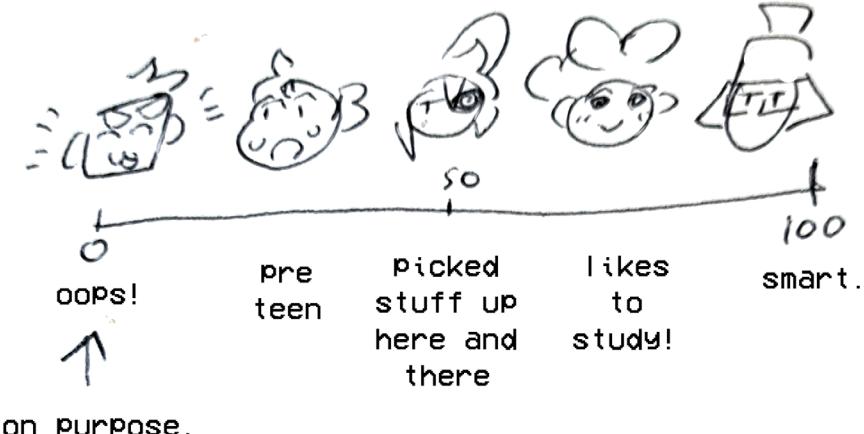


(ah...)



(this was a mistake.)

WHAT GRADE WOULD THEY GET
ON A GEN KNOWLEDGE TEST?



on purpose.

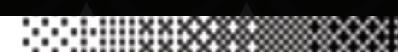




Other Siffrin's "disgusting" smile during the
"House's Haunted" event.

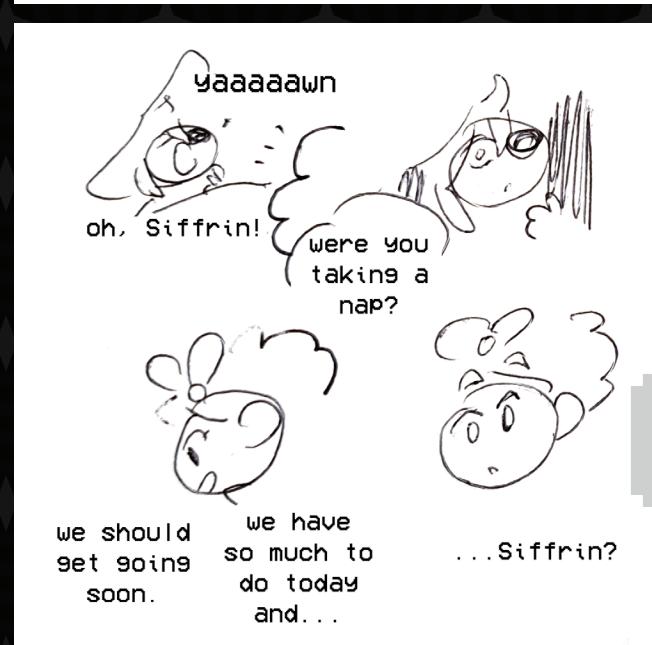


I thought about adding CGs to the third snack time event.





Isabeau and Odile's relationship is very important to me. Odile is probably the one who sees through his facade the best. Anyway yes they smoke weed together because everyone else is 1. a square 2. not interested 3. a kid

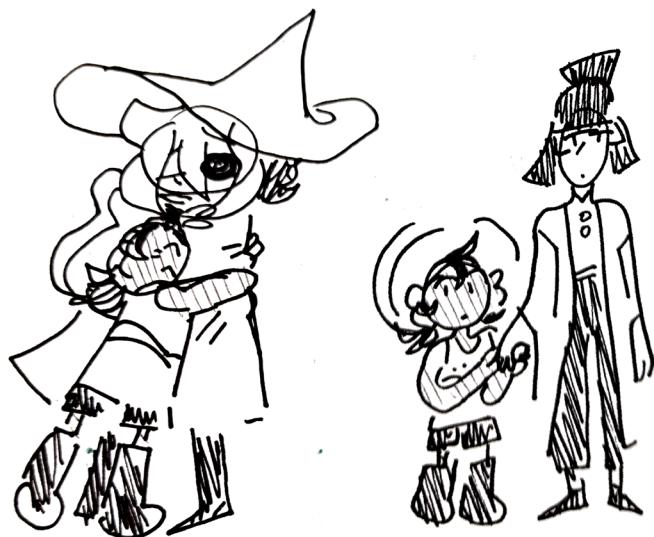


Post-game, Siffrin definitely has PTSD flashbacks. Don't talk to him about naps





I wish I could've added more Sus Events
because my god Siffrin.



I drew a lot of Bonnie just hugging the party and latching onto them. They're babie! Hold their hand they might get lost!!!

Doodle for Act 5! Yippee!
yay! yahoo!!!!





While I drew a lot of Siffrin/Isabeau, my sketches of Siffrin and Loop are usually more detailed/worked on.
SLOOPS STAYS WINNING

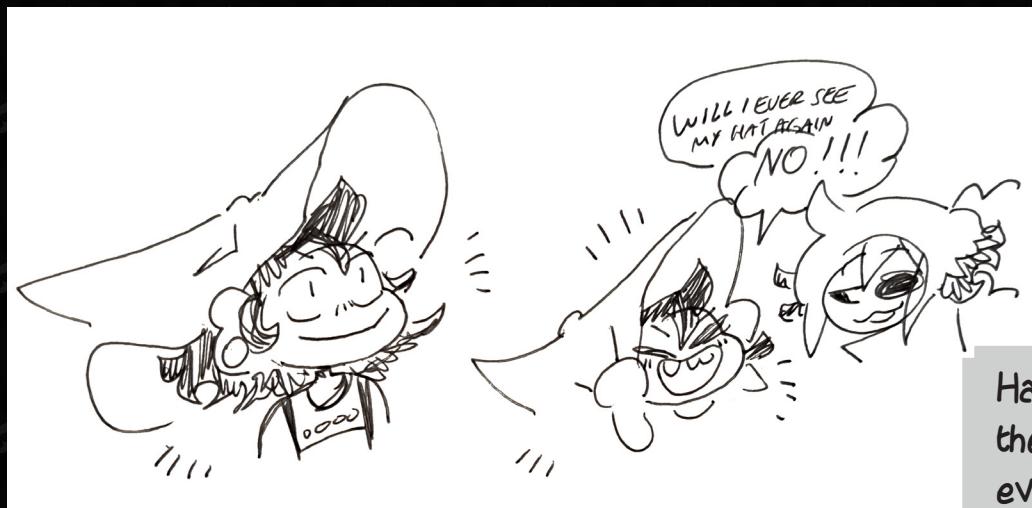


Anyway. They are so toxic for each other. It's about the ordeal of knowing someone and being known in return.
GROSS!!!





I still haven't talked about Pétronille, Bonnie's sister. Here are the two times I've drawn her. As you can see I didn't put too much thought on her appearance.



Have some random info about Pétronille:

- She and Mirabelle are the same age.
- I see her as full of energy, always curious and ready to try things out. Bonnie gets it from somewhere!
- She cares a lot for Bonnie, and is great at taking care of them, but she feels like she could've done a better job.
- Once she meets the party, she probably immediately hates them. What do you mean you took my place??? /I'M/ BONNIE'S GUARDIAN!!! I'm the one supposed to protect them!!! It would take her a bit to accept everyone. Even after she calms down, she'd keep on calling Mirabelle her rival.
- I doubt everyone would explain The Siftuation right away, which would make her feel even more set aside...

Had the idea of giving Bonnie Siffrin's hat at the end of the game. And then I realized this would mean redrawing every Bonnie sprite and portrait and I said no.



Siffrin's first rain post-game, feat Pétronille.



I saw Barbie the movie.

Based on that one picture: "A mom helping her kids beat a hard level in Super Mario Land, 1990s." No gameboys are not canon to the ISAT universe, they don't even know what a video game is.



Babygirl pose

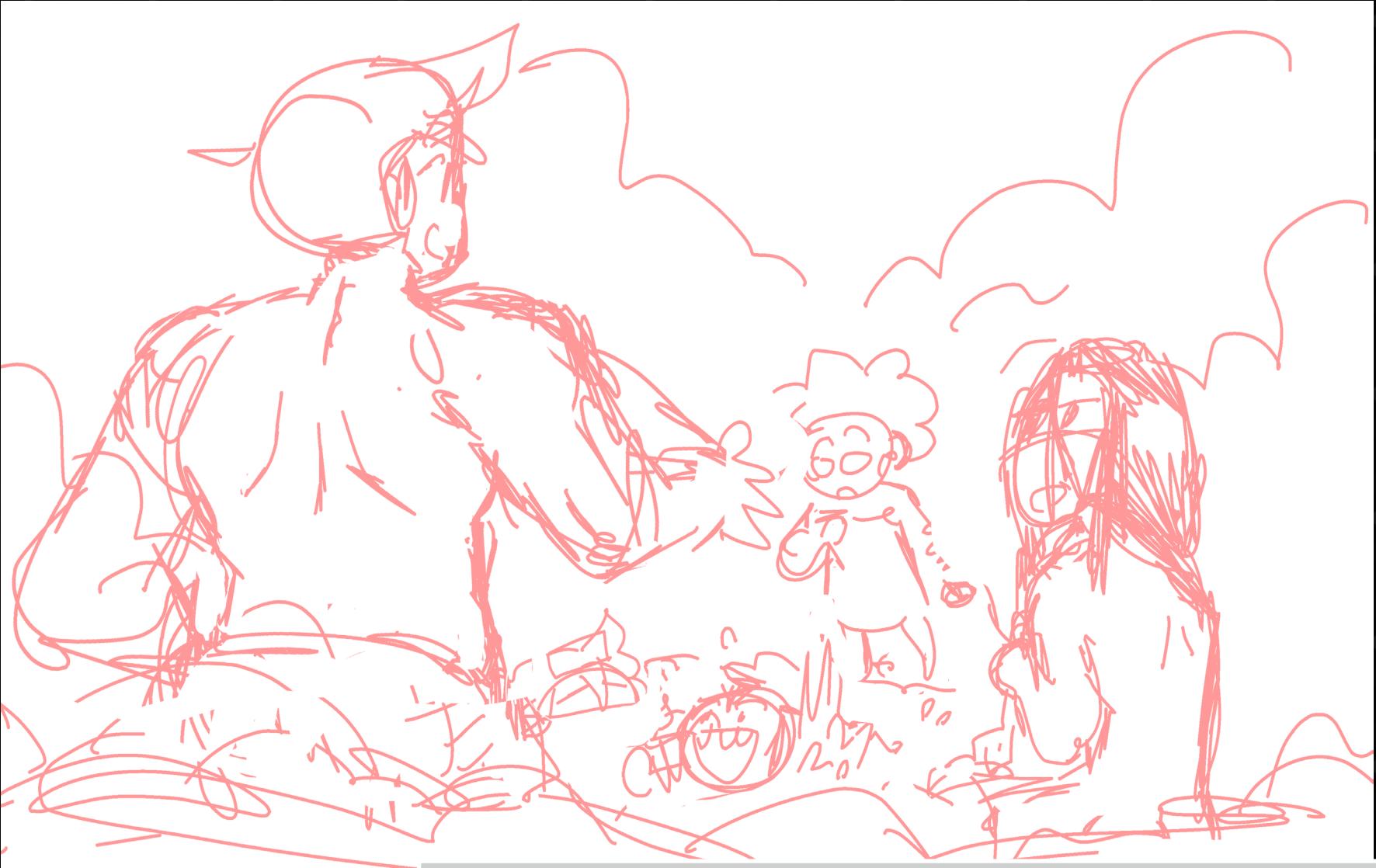


I don't remember why I drew this.

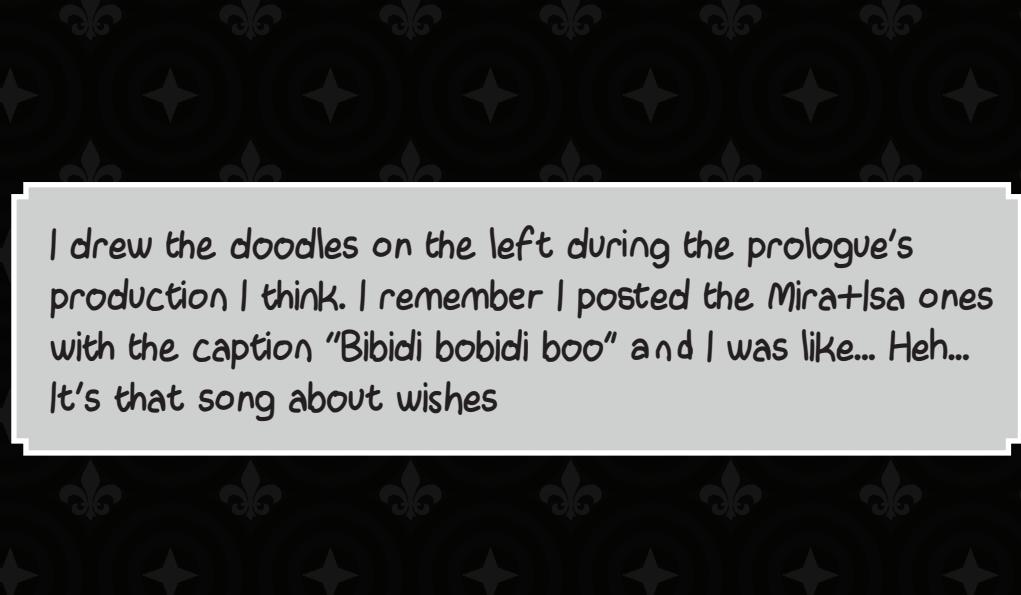




I drew some little stories for everyone's birthdays. Some are probably canon (Siffrin's, Isabeau's), and some are definitely not (Mirabelle's. I made some little figurines and wanted to use them)



Everyone at a hot spring because I thought it would be cute. Isabeau's wearing a towel but it would be funny if he was whole hogging it.





I drew this during the prologue's production, before I even announced I was making a game. I wanted to get people excited about it, get everyone's brain a-buzzing



Prologue's Itch.io Release!



Prologue's Steam Release!



This was for an event on the official twitter, where the party would "receive letters" from fans.

Year of the Bny

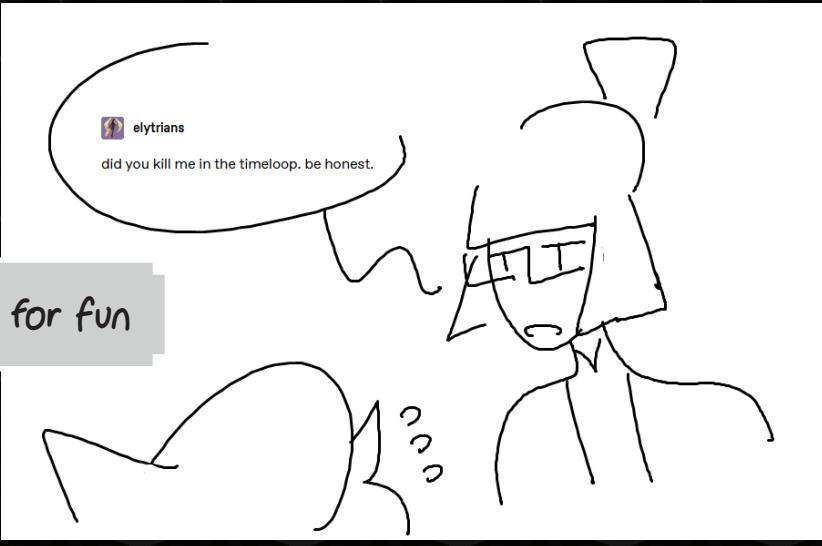


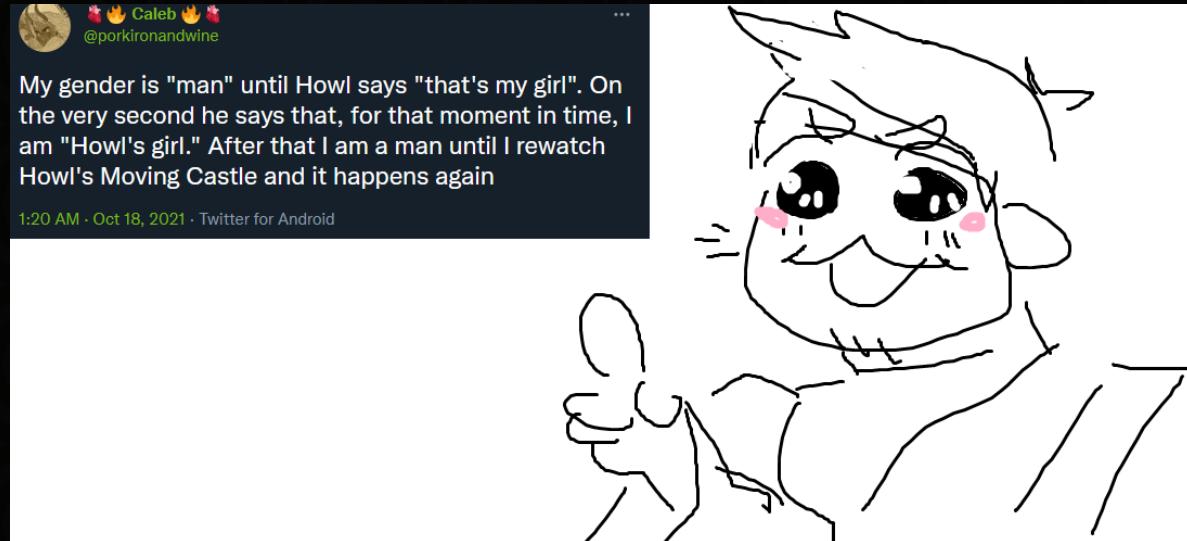


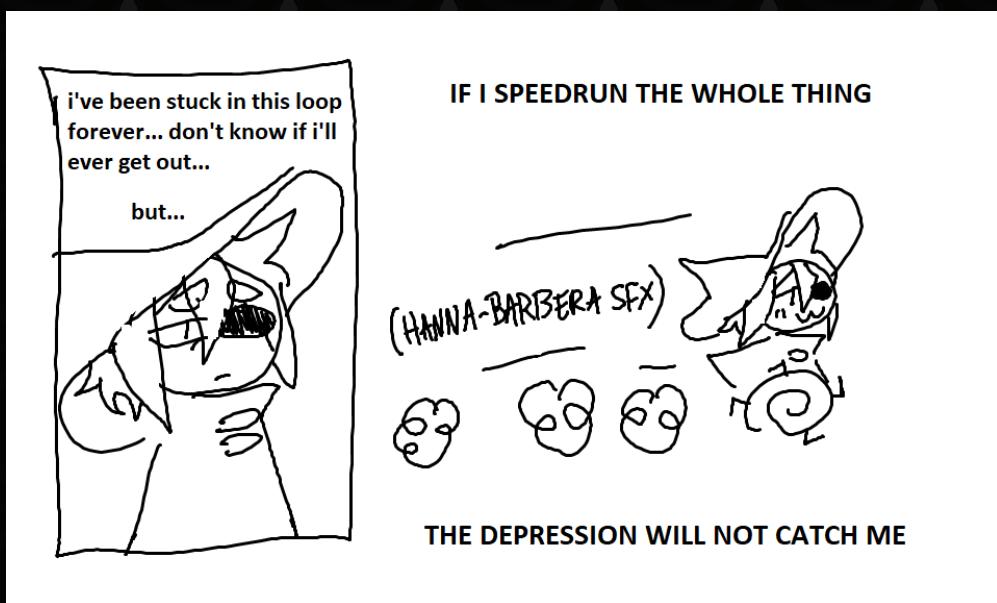
I realized games often make art just for promo, so I drew some finished illustrations... That I ended up... Never using for promo...



Many memes for fun







 elytrians

May 14, 2022

i could escape the narrative actually. rip to the rest of you but i'm gonna get out of here.



 elytrians

girl help i've become the audience, no longer confined by the narrative yet equally powerless to change it







rengoku struggle tweets
@zuzofait

no you wanna know what the
worst trope is? found family
separates after journey is over.
like wtf is that garbage



THE THESIS!!!!



I drew a bunch of art for playtesters who finished
the game... And now it's for you....





Thank you for reading. See you next time

INSERTDISC5

Adrienne Bazir, also known as insertdisc5 on the interwebs, is a game developer, cartoonist, and 2D animator based in Ontario, Canada.

Highly inspired by video games, her projects are usually about monsters, relationships, and agency, and she likes to play with metatext, foreshadowing, and your expectations.

You can find more of their work on www.insertdisc5.com.

LAYOUT EDITING, BOOK DESIGN, AND DTP BY: 

Heather Mihal/@delihams is a designer based in the Chicago-land area. You can find more of their work on www.heathermihal.com



ARMOR GAMES
STUDIOS

